

QUAKE II™



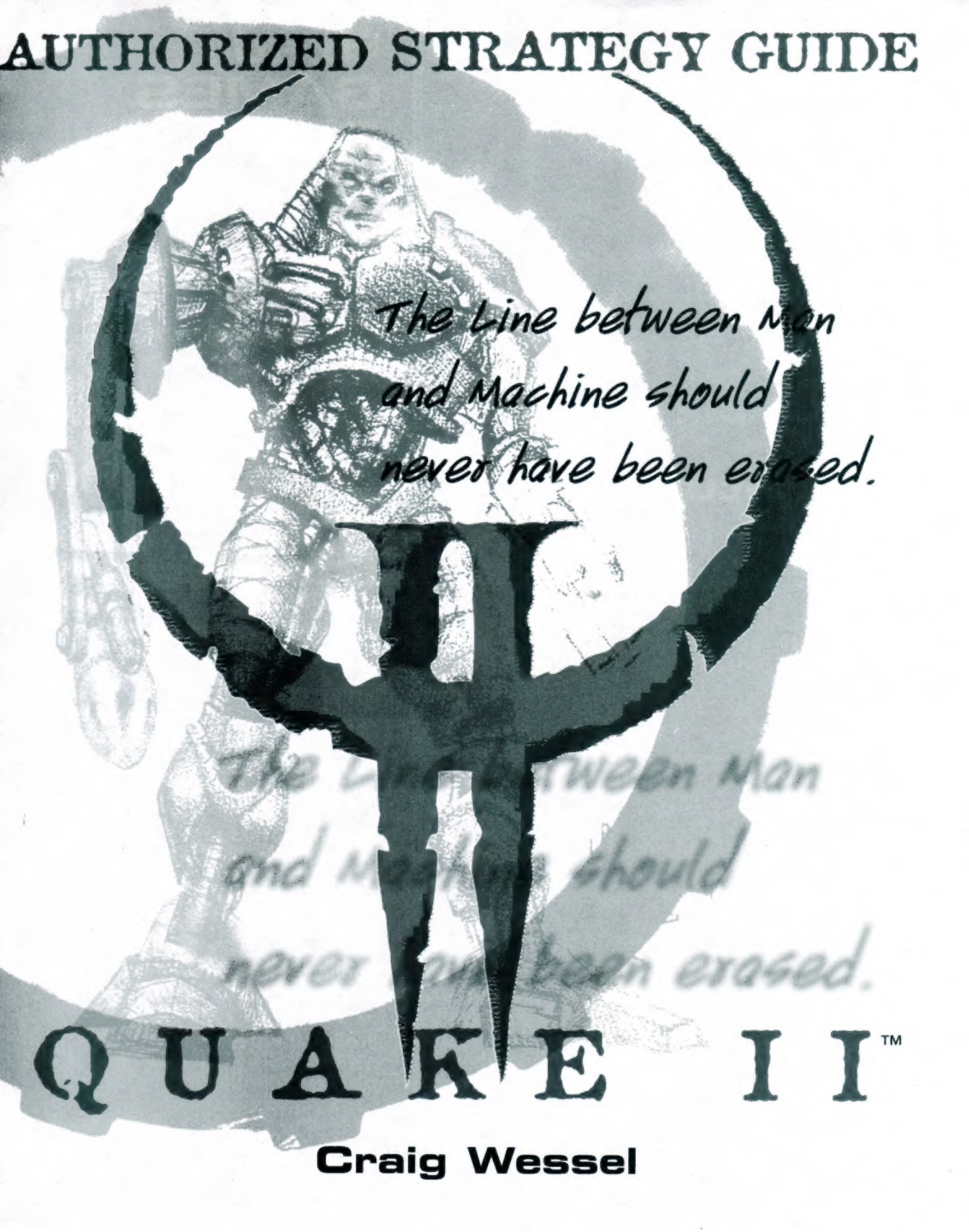
AUTHORIZED STRATEGY GUIDE
FULL-COLOR MAPS FOR EVERY LEVEL!



Craig Wessel

BradyGAMES
STRATEGY GUIDES

AUTHORIZED STRATEGY GUIDE



*The Line between Man
and Machine should
never have been erased.*

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and Machine should
never have been erased.*

QUAKE II™

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Authorized Strategy Guide

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Craig Wessel is the author of several strategy guides for titles such as Doom 64, Hexen, Hexen II, and Quake. In addition, he has published a guide to 3D multi-player deathmatch tactics. When he's not losing sleep and consuming huge amounts of caffeine to complete a project, Craig spends time with his wife, Debbie, and two-year old twins, Adyson and Evan.

Acknowledgements

Special thanks to Debra McBride and the entire BradyGames Publishing team for their help in pulling this one together. Long hours go into the making of any strategy guide, and these folks make those hours count. I just wrote the words—they did the real work!

Thanks also to the team at id Software, Barrett Alexander in particular, for putting up with all my questions and providing valuable feedback to make the finished product the best it could be.

As always, this book is dedicated to my wife, Debbie, who continues to support me in this sleep-depriving hobby that's become a bit more than a hobby. I think she's on to the fact that I enjoy doing this, but she's nice enough to nod sympathetically when I complain about working long hours. Gaming for a living can be grueling, you know <g>.

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Introduction

Every time id Software comes out with a new game, you start seeing phrases like, "The most anticipated game of the year!" or "Destined to be the best-selling computer game in recorded history" plastered all over the gaming magazines. Unlike many of their contemporaries, id has consistently delivered as promised. Doom set the standard, Quake changed the face of multi-player gaming over the Internet, and now Quake II—with its new engine, upgraded graphics, 3D accelerator support, mission-based play, and mind-blowing cinematics—stands to outshine them all.

To merely say that Quake II is an improvement on Quake would be dramatically understating the facts. Everything about the game, from its weapons, enemies, and style of play is markedly different from Quake—but the changes are not just cosmetic. Quake II plays differently, requiring a style of play that takes into account your overall mission objectives. In short, it is a much more complete game, where single-player action is the focus. Of course, there is Deathmatch play—an id game wouldn't be complete without it! Even this aspect of game has new touches, and it is optimized out of the box for Internet play, with more robust support than its predecessor.

This guide is intended to be a roadmap for your missions on the Strogg homeworld, and in particular, the capital city of Cerberon. It is here you must find the Makron and destroy him to neutralize the Strogg threat. In the following chapters, you'll find an abundance of useful information, including...



Weapons & Military Supplies— A basic primer on the firepower and items you must use to complete your mission.



Alien Forces— A concise description of each Strogg unit's capabilities, including strategies to use for defeating them.



Mission Briefings— An overview of each mission, along with step-by-step instructions for getting through them in one piece.



Detailed Maps— Chart your path with 3D maps featuring call-outs that correspond to the Mission Briefings. Full-color section of the book repeats every map to provide unparalleled detail!



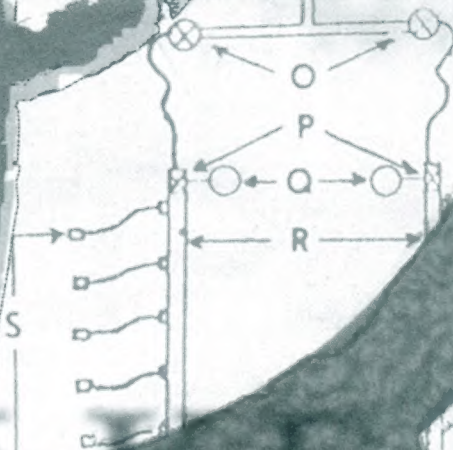
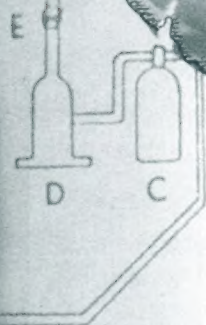
Multiplayer Strategies— Information and strategies for multiplayer Quake II. It's not over when the Strogg are history... you're just getting started!

The dropships are in position. It's time to strap in, take the express elevator to the planet's surface, and begin.

Shoot straight, Marine!

The Strogg know you're coming,
and they don't like visitors.

GAME BASICS



S

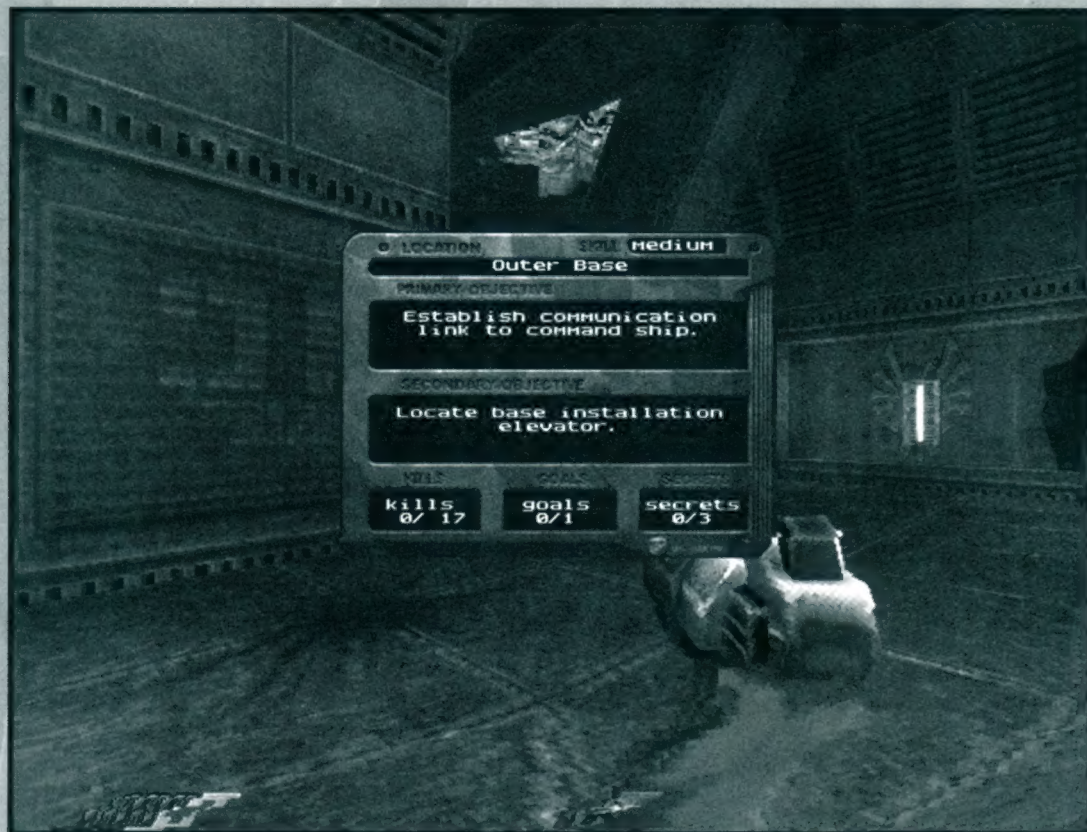
Game Basics



Quake II is at once familiar and still markedly different from its predecessor. In many ways, it is more similar to Doom than it is to Quake. Space Marines, high-tech weaponry, and an evil race that uses Black holes as gateways to attack the Earth all have their roots in Doom's storyline. Don't get the idea that Quake II is a souped up Doom, however. It combines the best of both Doom and Quake in a mix that personifies first-person shooters like no other game can. The following is a rundown of the major changes that make this game unique.

Navigation

While on Stroggos, your computer (accessible by pressing F1 on your keyboard) will keep you updated as to your current mission progress, in addition to your progress throughout the level. You'll have full information on the number of enemies you've killed, whether you've fulfilled the mission objective, and how many of the level's Secret Areas you've found. Your computer will tell you when it's been updated with new orders for you to follow.



Mission-based Gameplay

Rather than just having a goal of reaching the end of the level, Quake II play is mission-based. Each section, or Stage, of the game has a purpose, and each Stage fulfills part of the larger Mission that is your current task. It's important that you keep track of where you are within the Mission, and don't lose sight of its objectives. When in doubt, check your computer for instructions.

Inventory

Unlike Quake, Quake II allows you to store items in Inventory for later use. This comes in very handy, since you can now stockpile Quad Damage and Invulnerability powerups for later use. To use an Inventory item, highlight it by pressing the "[" or "]" key (or other keys you've specified) and press the Use item key or button.

The Stroggos Environment

Stroggos is similar to Earth in many ways. Within the environment, the only things you have to 'Use' are Inventory items. Everything else can be shot, walked up to, walked over, or jumped into to be activated. Environmental dangers include:

- Toxic Slime — This greenish substance will eat through your Armor, and then through you in a hurry if you're unprotected. Get out of this stuff quickly!
- Lava — Guaranteed to deep-fry you if you're unlucky enough to fall in.
- Traps — Blasters that activate as you pass by, or explosions that open up parts of the level can take you out when you least expect it.
- Exploding Barrels — An important part of gameplay, exploding barrels will blast a hole in some surfaces, giving you access to new areas. Keep your distance — a barrel explosion is powerful enough to kill you if you're too close when it blows.
- Shootable/Destructible boxes.

ALIEN FORCES

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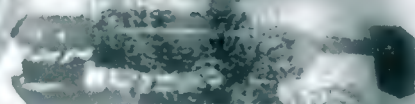


Figure 201

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



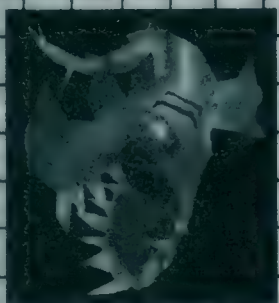
Figure 202

Figure 203

Alien Forces

Stroggos is not Marine-friendly, and its inhabitants will do everything they can to kill you. After all, most of them were made from spare body parts, so they view you as one of them once you've been properly disassembled! This section of the guide will give you the information you need to defeat them all, including the Bosses, so read carefully to avoid becoming an integral "part" of Stroggos society.

Strogg Forces



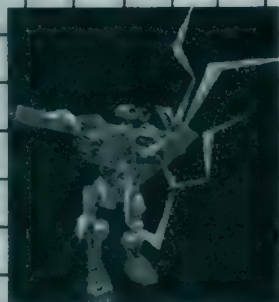
Barracuda Shark

These water dwelling creatures generally travel in packs, and can make quick work of you if you ignore them. With their razor sharp teeth, they'll rip you to shreds before you even know they're coming. Shoot them quickly, and remember to take a breath while fighting them.



Berserker

Definitely not a creature you want to see much of, the Berserker has a spike for one arm, and a hammer for the other. His speed makes him a Strogg to respect, even though you can drop him with a Super Shotgun blast. Beware! Berserkers may fall down, then get back up, so be sure you put them down once and for all.



Brains

This disgusting Strogg has a close-range attack that will rip your face off if you let it get too close to you. Tentacles rip from its chest that are capable of stripping the flesh from your bones, so keep your distance when fighting this monstrosity.



Enforcer

These muscle-bound monsters are the big brother to the Guards. With a Machine gun for an arm, they can dish out punishment effectively, both at close range, where they'll whip you with their weapon, and at a distance. You can take them out, but that doesn't mean they're dead. Watch out for their post-mortem, last ditch effort to take you with them. When they hit the dirt, back away to avoid being sprayed with their dying shots.



Flyer

These flying creatures are not very powerful alone, but they generally travel in packs. In a group, Flyers can cause you serious pain with their twin Blaster attack and fast movement. Keep an eye on the skies, soldier, or they'll make you pay.



Gladiator

When this monster sees you, you'll have less than a second to fight or flee. With a Railgun for an arm, and a deadly claw on the other, this powerful Strogg will ruin your day in a hurry. Take him out with your Super Shotgun or some explosive rounds at a distance. When you get a Railgun, it will take two shots from it to bring him down. Gladiators generally drop Railgun Slugs when they die, so you get a bonus for fighting them.



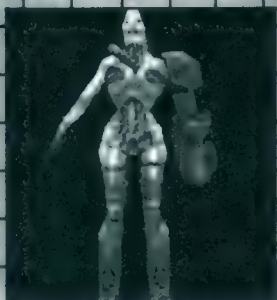
Gunner

Tough early in your mission, but not one of the tougher Strogg overall, the Gunner has a Grenade Launcher for one arm, and a Machine gun for the other. Respect his Grenade attack and you shouldn't have a problem with him.



Icarus

A more stout flying foe than the Flyer, the Icarus has twin jet engines strapped to its back, making it more maneuverable. Its twin Blaster attack is deadly at close range, but easily avoidable at a distance. Use a Super Shotgun to drop these flyboys.



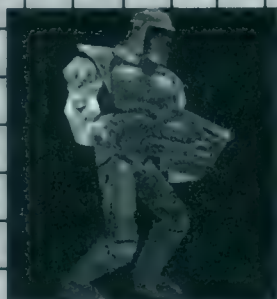
Iron Maiden

The Iron Maiden is definitely not Prom Queen material. With a Rocket Launcher for one arm, and flesh-ripping claws on the other, this cyber-bitch is as tough as a Gunner. Kill her from a distance, putting enough lead in her to keep her down.



Light Guard

The cannon fodder of the Strogg forces, Light Guards carry blasters and are easily handled with your Blaster when they're alone. In a crowd, they can be a bit more deadly, so look before you walk into a room to make sure you won't be surrounded. Watch out, guards are known to take a parting shot before expiring.



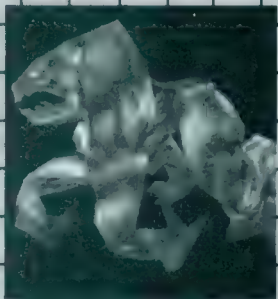
Machine gun Guard

These Guards pack some powerful firepower, so give them plenty of respect. Two of these guys can put you away in a hurry if you don't get the drop on them first. They go down fairly easily, but if you don't see them soon enough, you'll be the one kissing concrete.



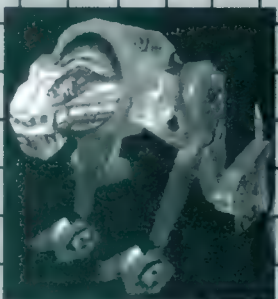
Medic

The Medic's primary function is reviving dead Strogg. He will fight, although he tends to run away when the action gets too hot. With a Hyperblaster attack, the Medic can hold his own, so don't back him into a corner. If he runs away and you let him go he will proceed to revive other dead (but not gibbled) Strogg which could make your chores more difficult in the future.



Mutant

This transformed beast jumps great distances to attack, so when you see one, start backing up and shooting—it will be in your face in a split second. Keep your distance, or Mutants will rip you apart with their claws in seconds. Use a Machine gun, Chaingun, or Hyperblaster to finish them off fast.



Parasite

Aptly named, the Parasite launches a life-sucking probe at you that will drain your health at an alarming rate. Shoot these dog-like Strogg the moment you see them. They are remarkably resilient—they can withstand two Railgun shots before crumbling—so give them some respect and kill them quickly.



Shotgun Guard

Another variant on the Guard theme, these soldiers have a Shotgun attack that can cause you serious pain if ignored. Place them above Light Guards in threat priority, but below Machine gun Guards.



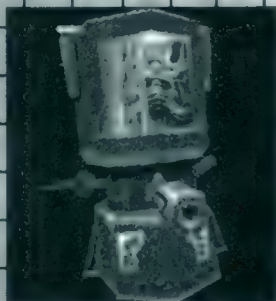
Tank

Run and gun when facing these brutes, Marine. Tanks have a shoulder-mounted Rocket Launcher, an arm-mounted Machine gun, and an arm-mounted Laser Blaster, any one of which will turn you into paste if you try to stand toe-to-toe with them. Tanks can take an enormous amount of punishment, so find some cover and be patient as you whittle them down. When they drop their ammo, it's over.



Tank Commander

You'll find these hulks on the Palace grounds and you'll be sorry you did. Kill them quickly, or just run by them if you can. You might not win a prolonged battle with them.



Technician

Another flying Strogg unit, the Technician generally uses his Blaster, but can use a shocking prod or flesh-ripping claw at close range. Don't give it the chance—blast it with your Super Shotgun or other powerful weapon and knock it from the air.

Strogg Bosses

Strogg Bosses are tough, but they can be brought down, usually with a mix of firepower and patience.



Boss 1

The first Boss is a massive, tank-like killing machine. He rolls around on huge tank treads and will really mess you up if he gets a bead on you. To kill this monster, use the partial walls in the area he appears in to dodge his fire, and shoot at him from cover. His primary weakness is his speed, or lack of it. Take advantage of his slow progress, and drop plenty of lead on him to get the job done. You'll run into this Boss at the end of Grid Control, Stage Nine of Mission Three.



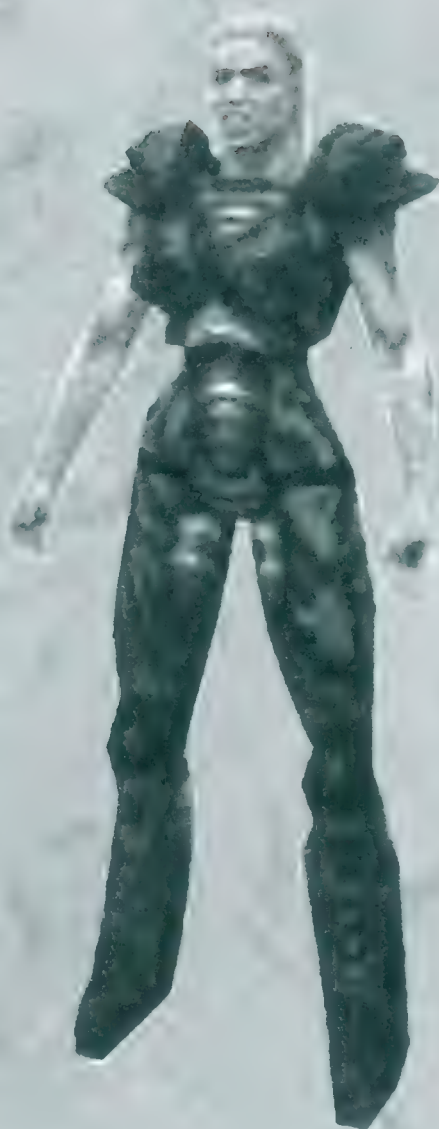
Boss 2

This rocket-firing, flying beast resembles the Brains. Not a nice guy. Use your BFG if you're lucky enough to have one and peel off about four devastating shots to down this sucker. Otherwise, keep your distance and try to find high ground to give yourself equal footing when fighting him.



The Makron

This is the end-level Boss. The supreme Commander of the Strogg forces is no lightweight. He starts out in a monstrous form that has a brutal Chaingun attack. If you manage to do enough damage to him, he morphs into a smaller, more lethal form that fires a BFG and a continuous Laser Blaster. The easiest way to deal with him is to power up with Quad Damage and Invulnerability powerups, then let him have it with your BFG and Railgun. If you are without powerups, then use the pillars in his area to duck behind as you snipe at him. Don't try to stand toe-to-toe with him—he'll win that battle.



WEAPONS ITEMS



Figure 200



Figure 201

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



Figure 202

Figure 203

Weapons & Military Supplies

Weapons

It would be impossible for you to accomplish your mission without access to some serious firepower. Although you start the mission with only your sidearm, you'll quickly come across bigger and more powerful armament within the Strogg complex. Each weapon has its own advantages and disadvantages in combat situations as outlined in this chapter.



Blaster

This is the weapon you start the mission with. The Blaster is a standard issue, rechargeable energy side-arm. It will not run out of ammunition, so you'll never be left defenseless. This standby weapon is useful for taking down early enemies, such as Guards, as well as exploding barrels and shooting buttons and secret doors. Although it will be useful throughout your mission, don't depend on this weapon too heavily—find something with a bit more stopping power quickly.



Shotgun

The Shotgun is a definite improvement from the Blaster. This boom stick has decent stopping power, especially at close range. The spread of the shotgun blast makes it less effective at long range, but it's still a good weapon to use when your target is across the room—you just don't have to aim as precisely with this all-purpose weapons. The Shotgun's weakness is its slow loading time. Keep that in mind, and make sure you stay on the move when using it.



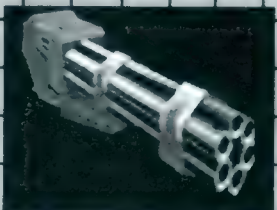
Super Shotgun

What's better than a Shotgun? A Shotgun with twice the firepower, of course. The Super Shotgun has the same capabilities as the Shotgun, but it delivers a mass of lead that is sure to take down most Strogg with a single blast. Choose your shots effectively, though. The Super Shotgun's slow firing rate may give you only a few chances to bring down the enemy before he's able to take you out. It also goes through shells faster than the Shotgun, so don't waste it on weaker enemies—save it for the big boys.



Machine Gun

Although this weapon is easy to use, you'll have to hold it down to keep it on target. Its light weight causes your aim to walk up the longer you hold the trigger down. Use short bursts or start out aiming low to compensate. A good feature of the Machine Gun is that it will keep most enemies from shooting due to the damage they are taking.



Chaingun

This beautiful piece of hardware is a sight for sore eyes, especially in a crowded area. Pull the trigger on this baby and watch the Strogg do the dance o' death as the Chaingun's high rate of fire chews them up like cordwood. This gun uses a ton of ammo, but Bullets are fairly plentiful on Stroggos, so don't sweat it—use it at your discretion. There is one disadvantage to the Chaingun: If you're holding the trigger down and it runs out of ammo, it will keep spinning as long as you hold the trigger. This makes switching weapons from the Chaingun to another weapon something that should be done when you're not in desperate shape.



Hand Grenade

Grenades are very useful for clearing raised or lower areas before you go in to investigate. In addition, they make great calling cards to send up elevators before you make the trip. Twist the grenade to activate the timer. The longer you hold an active grenade, the farther you'll throw it. Of course, the longer you hold it, the closer the timer gets to detonation. Just be sure to get rid of the Grenade before it takes your head off.



Grenade Launcher

Much like Quake's Grenade Launcher, this weapon is great for use around corners or under doors just before they shut. The Grenades it shoots have a similar timer to that of the Hand Grenade, so don't get caught in a small room with a few of these lying on the ground. Use Grenades against stationary targets—using them on Icarus or other moving targets is a waste, and you might end up dropping one on your own head in the process.



Rocket Launcher

The Rocket Launcher is the long-range weapon of choice for the discerning space Marine. It will reach out and slap your target with enough punch to drop them with one shot, in most cases. As in Quake, you can Rocket Jump (jumping up while discharging a Rocket under your feet) with this weapon, assuming your armor and health are up to the punishment.



Hyperblaster

This weapon is similar in function to the Chaingun, but it's much more powerful. It doesn't have the same spin-up and cycle-down problems the Chaingun has, so you can use it without worrying about this. Its high rate of fire is as effective at destroying the enemy as it is at depleting your energy cells—keep plenty in your backpack.



Rail Gun

A true sniper's weapon, The Rail Gun fires depleted Uranium slugs at high velocities. These powerful slugs will hit your target before the blue corkscrewing smoke trail gets there, so don't worry about its slow fire rate. In most cases, if you aimed at it, it's dead.



BFG

It's back! The BFG (Big Freakin' Gun—gotta keep it clean for the kids) was a Doom favorite, and it's even more powerful now. When the huge green ball o' death impacts, damage traces will nail every target within its field of regard with enough force to pulverize even the toughest Strogg. It does take an extremely long time to power up, so think twice about using it when a Tank is charging you with Rockets blazing.

Supplies

Stroggos is a world at war, and as such, there are plenty of supplies lying around in most areas. Grab them whenever you see them. Some of these supplies will help you out immediately, while others must be stored in your Inventory and used later.

Ammunition

There are five ammo types:

Shells

Cells

Bullets

Grenades

Rockets

When you see them in the game, they'll be in boxes of varying size, depending on the type of ammo. Also, dying Strogg will sometimes cough up ammo—mighty nice of them to hold your stuff for you, huh?

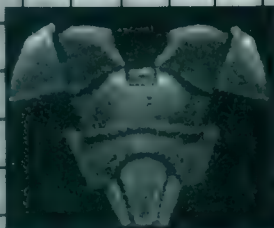


Armor

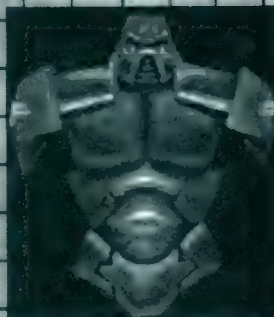
Armor absorbs a portion of the damage that Strogg inflict on you. There are three types:



Flak Jacket (or Jacket Armor)

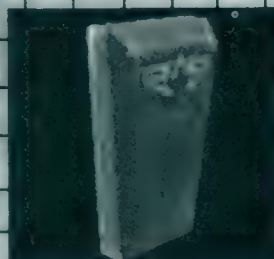


Combat Suit

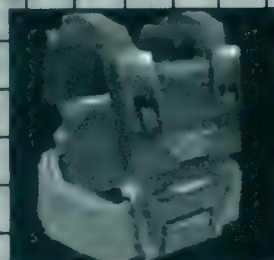


Body Armor

Each Armor type provides a different level of protection against both normal attacks and energy weapons. If you take enough damage, your Armor is destroyed, leaving you to take all the damage. Pick up any Armor that you see to supplement your own. Every little bit counts when you're alone in Stroggville. There are also two types of special Armor:



Armor Shards— These Armor remnants add a bit more to your existing protection.



Energy Armor— This Armor provides improved protection against energy weapons. With every energy shot it absorbs, it drains energy from the Cells you're carrying. It must be activated to use it.



Other Supplies

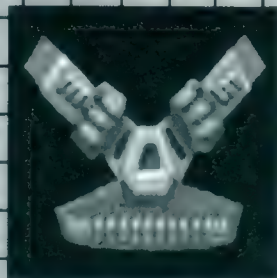
There are many more useful (and in some cases life-saving) supplies available to you:

Health— Medkits, First Aid, and Stimpacks all provide a health boost, with Stimpacks giving the least increase and Medkits topping the list. Stimpacks can temporarily increase your maximum hit point total.

Mega-Health— This elusive item adds 100% to your current health, up to a maximum of 200%. You can't inventory them and their effect slowly fades until you're left as a mere mortal again. The effect does not carry between levels.

Bandolier— Increases your carrying capacity for all ammunition except Grenades and Rockets.

Heavy Pack— This allows you to carry more of every kind of ammunition.

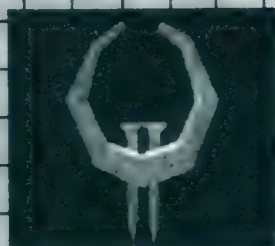




Rebreather— This provides oxygen when you dive underwater. Be careful, it doesn't last long, so pay attention to its status when submerged.



Environment-Suit— This protects you against damage from hazardous liquids, such as slime or lava, for a short period of time.



Quad Damage— The Quad Damage powerup temporarily increases your weapons' strength by a factor of four. Your character will glow an electric blue when using a Quad.



Invulnerability— The Invulnerability powerup gives you temporary invincibility that wears off in 30 seconds or so.



Adrenaline— This item slightly increases your health capacity permanently.

MISSION ONE

Establish a Communication
Link to the Command Ship.

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



Stage 1:

Outer Base

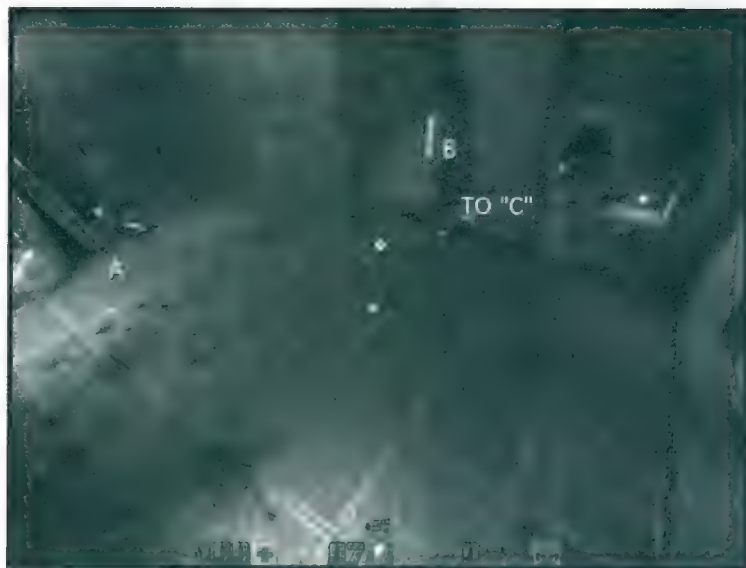
Goal(s):	Find the Base Installation Elevator.
Secrets:	3
New Weapons:	Shotgun, Grenades
Mission Items:	None
Enemies:	Light Guard, Machine gun Guard, Enforcer

The first level in Quake II is straightforward and doesn't include many challenges. Get used to player movement here, and investigate every nook and cranny to make sure you find any items you may need later. Your overall task is to get a comm link setup to the Command Ship. In this level, you'll find the base elevator that will take you deeper into the installation.

NOTE:

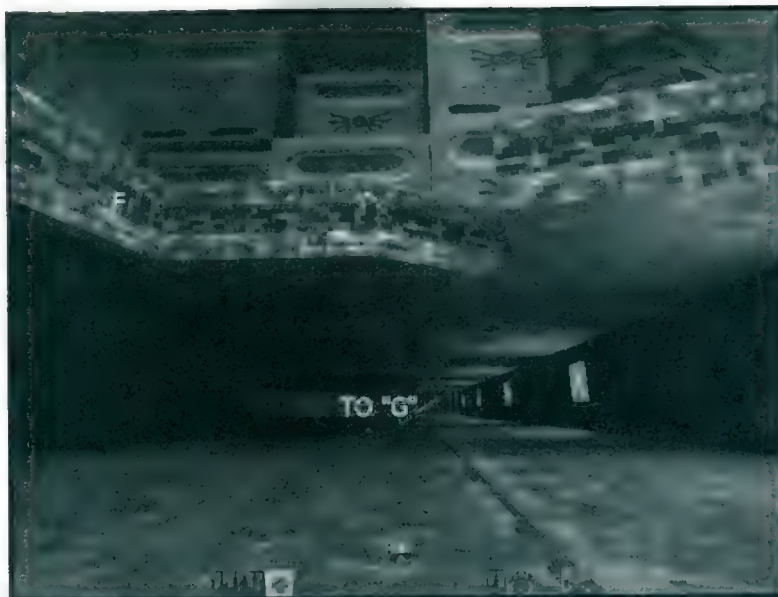
Quake II levels are not linear. The following walk-throughs provide one possible way to complete your goals for each level; however, there is usually more than one way to get the job done. The key "way" points are always the same, but can be reached in a different order in many cases.

From the entry **(A)**, blast the two explosive barrels ahead, then walk down the ramp on your right. There are two possible paths you can take from here. For now, ignore the broken door and enter the blown-out wall **(B)** on your left after descending the ramp. Crouch down and pick up the **Jacket Armor (C)** in the area beyond. Walk down the narrow passage, killing the Light Guard on your left **(D)**. Walk up the ramp ahead and kill the Machine gun Guard patrolling there.



In the room below, there are a few more Machine gun Guards guarding some **Health**, **Shotgun Shells**, and a **Shotgun (E)**. Turn left after you get the Shotgun, and blast the explosive barrel that's behind the crates. Doing so will blast a hole in the floor (**F**). Drop through it and crouch down to head for the other side of the crawlspace. You'll come to some water. Enter the water as far to the right as you can and swim all the way to your right as you enter the water, following the right wall as far as you can go. Surface to enter a **SECRET AREA (G)** with three **Armor Shards** and **Grenades** in it.





Dive back in the water and swim down the passage. You will eventually see a ramp on your right that will lead you up and out of the water. Follow the passage on the left at the top and you'll enter an area that's heavily patrolled by Light and Machine gun Guards. Snipe at them from the tunnel, then walk up one of the ramps on your left and finish them off. To the left of the stairs that lead back inside, crouch down to reach another **SECRET AREA** with a **Silencer (H)**.



Walk up the stairs and head to the right (turning left will take you back to the broken door you saw earlier). Blast the Machine gun Guard in the hall and open the door at the end (**I**). There are several Enforcers in the room beyond, so attack them quickly and finish them off. The final **SECRET AREA** for the Outer Base is located behind the stairs. Walk around behind them and shoot the ceiling tile with the symbol on it. A door will open, revealing **Grenades** and **Health (J)**.



Now walk up the stairs. The **Base Installation Elevator (K)** is located around the corner, overlooking the room below. Enter it to move on to the Installation.

Stage 2:

Installation

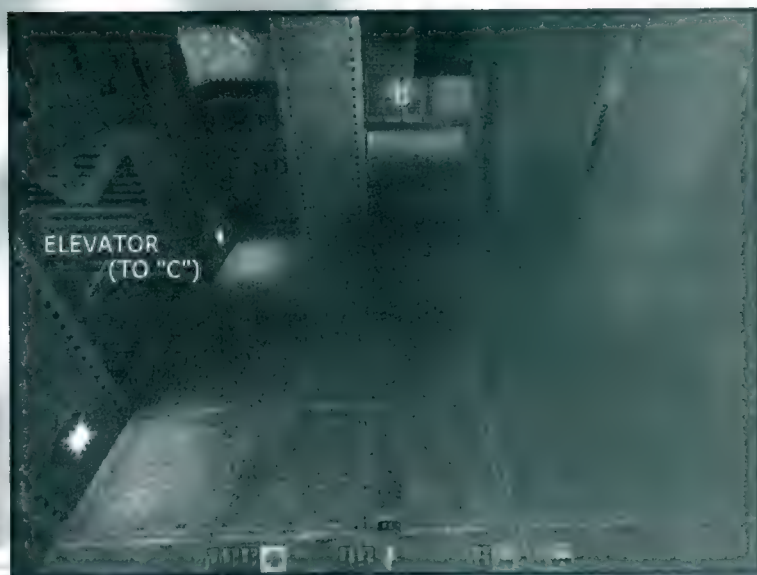
Goal(s):	Use Sewer Tunnels to Gain Access to the Comm Center.
Secrets:	1
New Weapons:	Machine gun, Shotgun
Mission Items:	None
Enemies:	Light Guard, Machine gun Guard, and Enforcer

Your mission to set up a comm link with the Command Ship continues. In this level, you'll enter the sewers to sneak into the Comm Center.

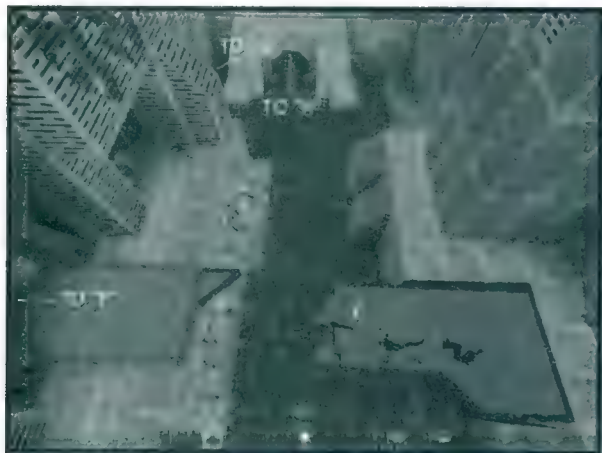
The elevator **(A)** brings you into a large, heavily guarded, open room. As soon as you open the doors, you'll see only one Light Guard. He's got company, though. Use the crates and the pillar in the center of the room as cover and pick off the Guards on the lower level and the one above. The hallway beyond the room has an Enforcer in it, so continue to proceed with caution.



You'll enter a room just past the stripes on the floor that has a barred alcove on your left containing a **Machine gun (B)**. Push on the access panel nearby to open the bars and get the Machine gun. Head into the pillared room across from the alcove and fight off the Enforcer and Guards waiting for you. Grab the **Bullets** on the floor, then ride the elevator to the upper level.

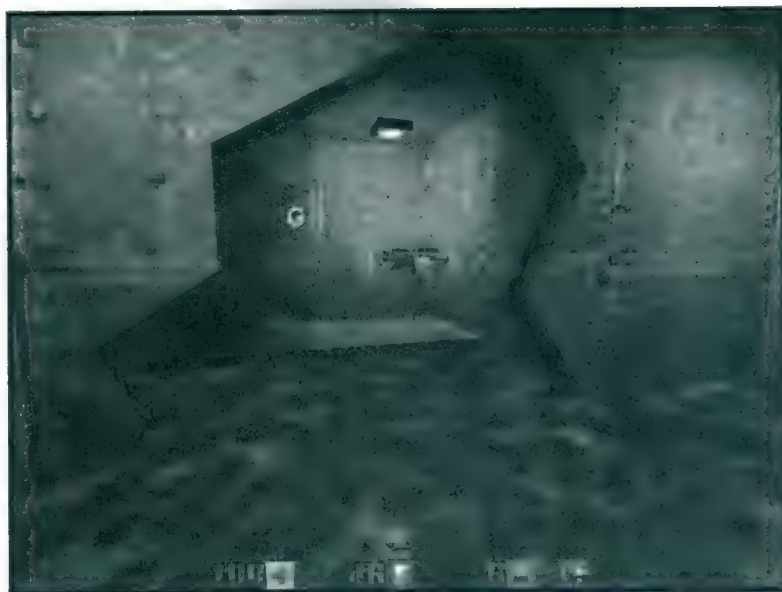


Follow the ledge around to your right and grab the **Jacket Armor (C)** in the alcove that opens as you pass. Follow the hall and you'll find yourself on the upper level of the room where you started—there's a serious **Ammo** and **Health** Cache in the back corner (**D**). Stock up, then return to the elevator. Take the hall that's to the left of the elevator, killing the Enforcers patrolling it.



The bridge outside (**E**) will explode as you reach the end of the hall. Jump across and clear out the passage beyond. Inside the structure, you'll have a nice view of the Comm Center (**F**), but won't be able to reach it. Jump into the water and enter the sewer passages. Keep to your left with each turn and you'll see a wall with cracks in it on your left (**G**). Shoot it and it will explode to reveal a **Shotgun**. Keep to your left and you'll exit the sewers into the river below the exploding bridge.





Enter the sewer tunnel on your left and follow it to a small room with a closed sewer pipe in the center (**H**). Push the access switch on the right wall to open the pipe. You're not done here—you'll return soon to get into the Comm Center. For now, dive into the pipe and head for the next level.



Ignore the fact that you haven't found all the secrets here or accomplished all your goals—you'll finish the rest when you return.

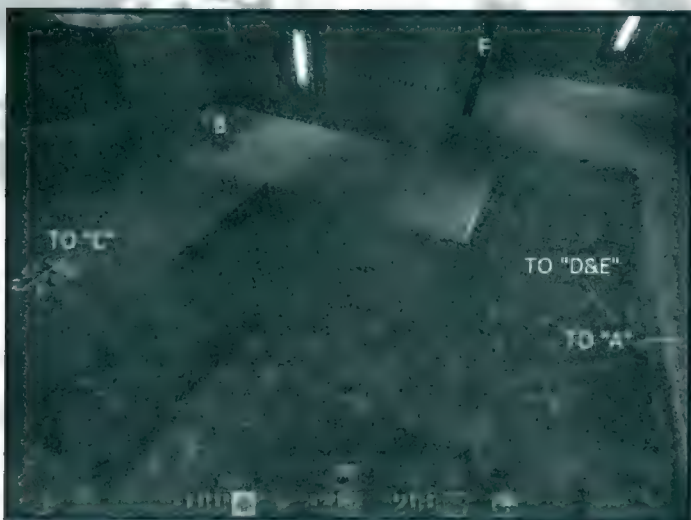
Stage 3:

Comm Center

Goal(s):	Enter the Comm Center to setup comm link to the Command Ship.
Secrets:	2
New Weapons:	None
Mission Items:	Blue Key Card
Enemies:	Light Guard, Machine gun Guard, Enforcer, Flyer, Parasite, Gunner

In this section, you'll access Quake II's first Secret Level—Lost Station—where you can stock up for the missions ahead. Once you're ready to rock, find the doorway to the Comm Center and enter it to complete the mission.

From your entry point in the sewer **(A)**, grab the **Medkits** on your right as you leave the pipes. Blast the unfortunate Light Guard who comes to investigate, and continue down the hall. There are two Light Guards and an Enforcer in the chamber beyond. Kill them and get the **Rebreather (B)** across the room. Around the corner you'll find a **Shotgun** and some **Shells (C)**. Once you have everything, dive into the water. Swim back around the corner until you find a hole in the floor. Duck into it and swim along the wall into the underwater passageway nearby **(D)**. This passage will bring you to a **SECRET AREA**. Jump in the elevator **(E)** to go to Lost Station—a secret level where you can stock up for the missions ahead.





NOTE: Go ahead and enter the secret level at this point—you'll find a Super Shotgun and several other items that will be extremely useful in completing your mission. After you've completed the Lost Station (using the walkthrough information in the next chapter) return to this point in the Comm Center walkthrough and continue.

Swim out of the Secret Area and up through the hole in the floor. Climb out of the pool and open the door **(F)** across the room. A Parasite will attack from the dark hole ahead, so step back and let it have it. If you went to Lost Station, your Super Shotgun will take care of this pest in a hurry. Climb the stairs inside and take a sharp right above. Follow the ledge and jump onto the crates along the wall. **DON'T SHOOT THE BARRELS!** Use them as stepping stones to reach the **Quad Damage (G)** powerup above the other crate.



Walk up the ramp and kill the Enforcers and Light Guards in the room above. Assuming that you've completed the Lost Station, you can use your Invulnerability powerup to get some more Adrenaline. Jump onto the walkway in the pit below and get the **Adrenaline (H)** from the small room below. Use your Invulnerability powerup and activate the switch on the pit wall. When the slime rises high enough, jump out and leave the room through the other doorway.

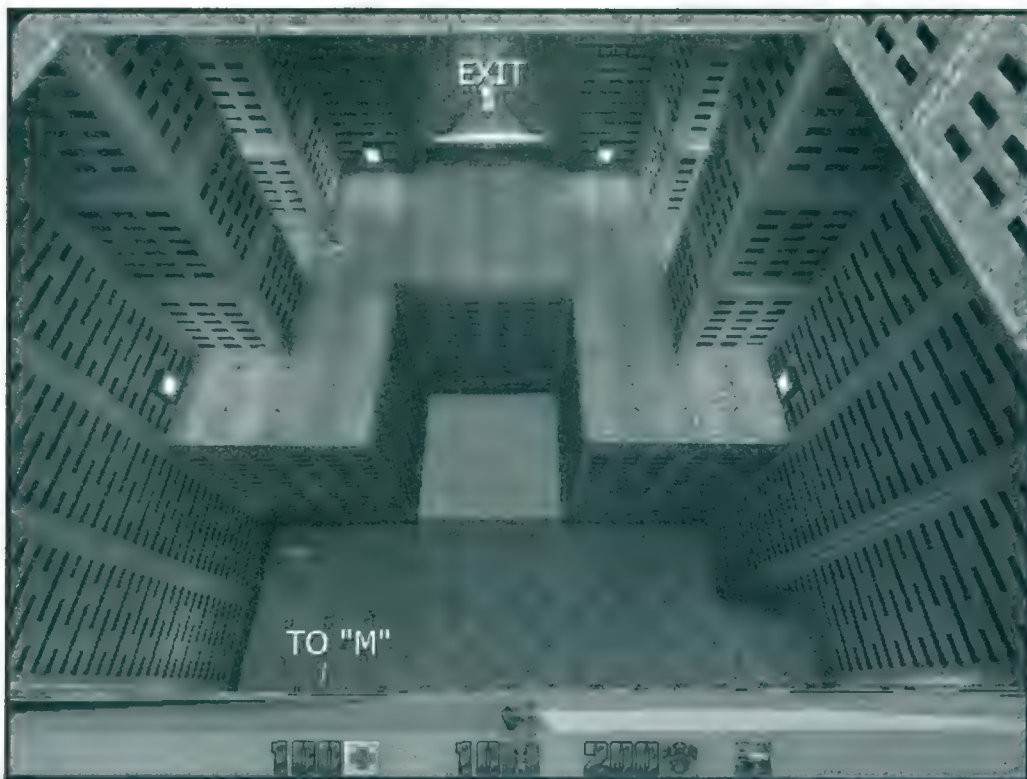


As you enter the courtyard at the end of the hall, take the stairs on your left. Fight your way through the room and take the elevator **(I)** up to the top level. Follow the walkway, and you'll find yourself over the room with the slime pit in the center. Jump down and grab the **Flak Jacket** below before continuing if you want to. Walk along the walkway and kill the Enforcers and Guards who try to stop you. You'll come to a sunken room on your right with laser tripwires across one end.



As soon as you enter the room, blast the Gunner camped there, then take care of the rest of the crowd. Watch your back—the door across the room **(J)** will open to spew Light Guards in your direction. Once you kill the Gunner, the laser tripwires will disappear. Approach the control panel, press against the computer, and the **Blue Key (K)** will rise from the floor. Grab it and head for the courtyard again.





Open the door **(L)** across the courtyard and fight your way past the Light Guards and Enforcers inside. Snatch the **Grenades (M)** from the pipe on your left as you enter the next room, then ride the lift up. Open the door at the top and enter to return to The Installation.

Stage 4:

Lost Station (Secret Level)

Goals:	Locate a powerful weapon.
Secrets:	6
New Weapons:	Super Shotgun
Mission Items:	Red Key Card
Enemies:	Light Guard, Machine gun Guard, Enforcer, Parasite, Flyer, Barracuda Shark

Lost Station is packed with Strogg forces out to hunt you down. Stay on your toes and save your game often. There is a fair amount of ammo, some great powerups, and lots of weapons in this stage so load up before you return to the Comm Center.

From the elevator **(A)**, grab the **Jacket Armor** (behind the box to your right as you enter the level), **Armor Shards**, and **Medkit** nearby. Hop onto the crates at the end of the hall to get the **Shotgun**. As you walk around the corner, you'll see a locked door on your left **(B)**. Ignore it for now, and open the other door **(C)** instead.



Beyond the door, you'll see a subway train ahead. Blast the barrels inside, and then take out the two Enforcers around the corner to your right. Continue past their corpses, and grab the **Machine gun** at the end of the corridor **(D)**. Return to the platform and wait for the train to pass by. After it's gone, dive into the water below and follow the passage around to a **SECRET AREA (E)**. Collect the goodies here, then exit through the door **(B)** around the corner.

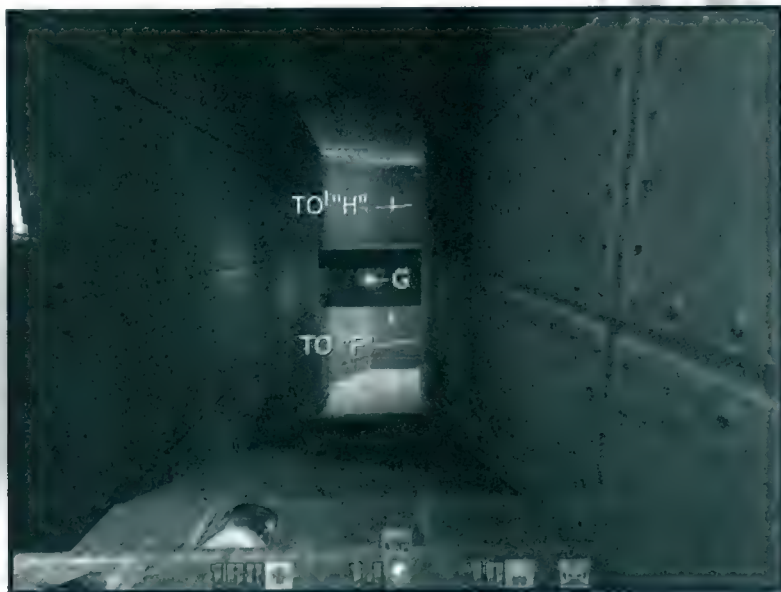




Return to the subway platform and ride the car when it comes around. Jump off at the platform at the other end, killing the two Enforcers waiting for the train. Enter the door **(F)** on the platform and climb the stairs inside. When you reach the first landing, you'll be attacked by Light Guards coming down from above. After you've taken care of them, turn around and shoot the small switch **(G)** to raise a ledge you can walk across to reach the **Red Key (H)**. Grab it and jump down. Walk a short distance up the ramp again, only this time shoot the same switch **(G)** and quickly run off the bottom of the ramp. Now you can walk under the raised walkway to find another **SECRET AREA** and a **Medkit**. Hit the switch underneath to raise the walkway and get out again. Return to the top of the stairs.



Beyond the door (I) is a small room with a walkway (J) above and to your right. Kill the Enforcers above, then open the door beyond. Climb the ramp ahead and blast the Machine gun Guards and Enforcers in the hallway above. Before you walk to the end of the hall, turn right and walk along the walkway (J) the Enforcers were on. At the end of the walkway, you'll see another shootable switch (K). Shoot it, then quickly jump into the shaft that's revealed.



WARNING=

Don't hang around in the room below the walkway—six bolts of energy will fry you if you don't get moving!

In the watery passage below, you'll find another **SECRET AREA** and some **Adrenaline (L)**. Grab it, and then ride the elevator back up.



Walk up the ramp and open the door **(M)** at the end of the hallway. Work your way down the ramp on your left, avoiding the fire from the Enforcers and Flyers guarding the tower in the center of the moat. On the back side of the tower, there's a door underwater that will open when you shoot it. The good news is that it reveals a **SECRET AREA** with some **Medkits**, **Jacket Armor**, and an **Invulnerability** powerup inside. The bad news is that shooting the door releases two Barracuda Sharks. After you've killed them and snagged the loot, swim back outside the tower. To get to the top of the tower, follow the outside edge of the cavern around and ride the lift **(N)** up to the top. The drawbridge ahead will lower as you approach, so walk across it and open the door on the other side. Step back quickly and blast the Enforcers in the small room beyond, then step inside and grab the **Super Shotgun (O)** they were guarding.





Leave the tower and return to the subway platform. You'll have to use your new firepower on the way back, because the area is now swarming with Flyers and Light Guards. Once you make it back to the platform, dive into the water beneath the train. Swim to your right and shoot the switch **(P)** to open a



door behind you. Swim through the door after you kill the Barracuda Shark that's trying to make a meal out of you, and then swim to the stairs at the end of the passage. Fight off the Enforcer and Parasite waiting for you in the narrow hall above, then walk to the end of the hall and ride the lift **(Q)** down to the water below. On your left is another watery passage with some **Health** and **Grenades** on the bottom. Collect it all, and then ride the lift back up. To get out of the area, walk back down the stairs and use the lift **(R)** on your right. At the top you'll find a roomful of goodies. Grab anything you need, then jump down to the platform below.



Ride the train back around to the first platform. At the end of the passage near the Machine gun you found **(D)**, jump up onto the crates on our left. When you're on top of them, look at the crates across from you and jump on top of the red crate on your right. It's a tough jump, so it may take you a few tries. Once you're there, jump up again to find another secret—a **Silencer (S)**.



You're done here—return to the elevator **(A)** and resume your mission.

Stage 5:

The Installation

Goal(s): Complete the mission and exit.

Secrets: 2

New Weapons: None

Mission Items: None

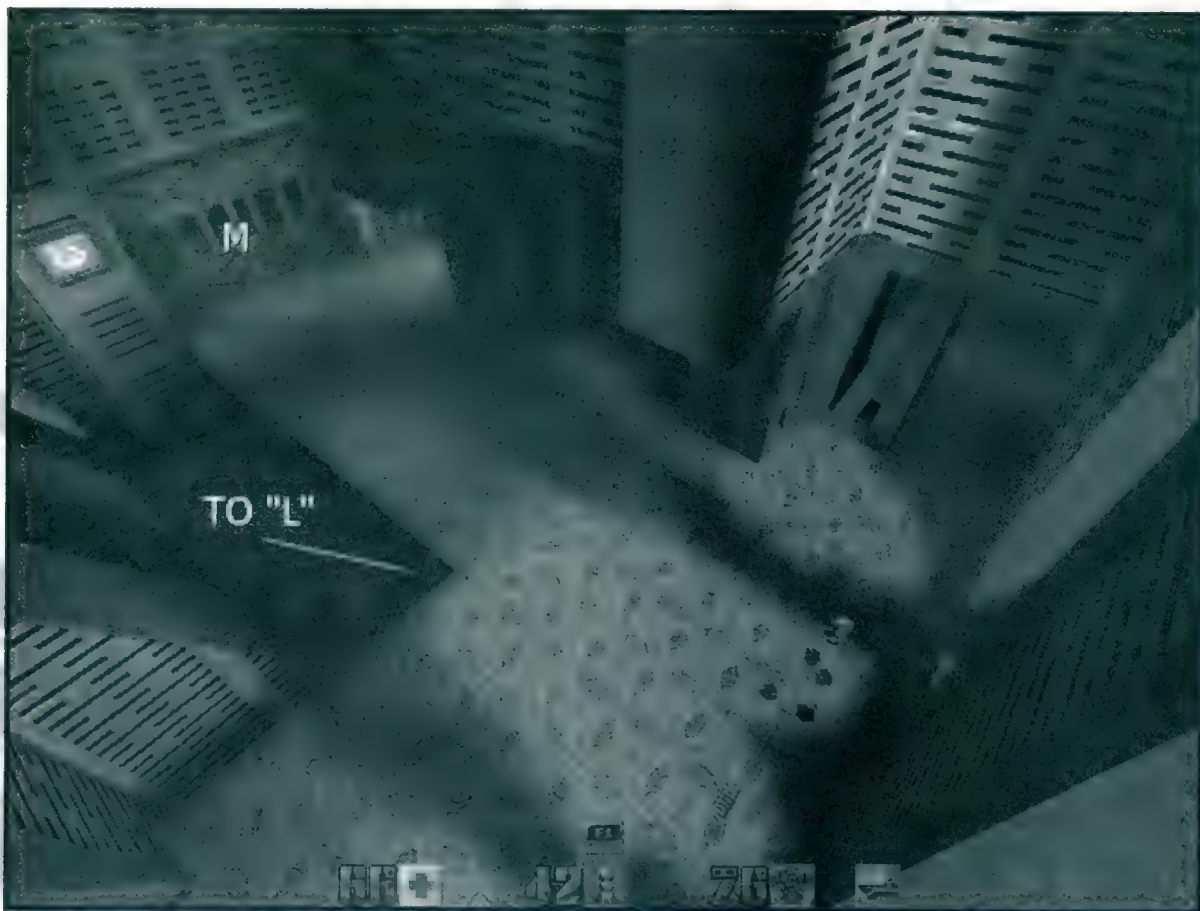
Enemies: Light Guard, Machine gun Guard, Enforcer, Flyer, Gunner

You're back in The Installation and it's time to complete the mission to enable communication with the Command ship. You'll discover that completing the mission is easy; however, getting out alive after you've done it isn't!



You enter from the Comm Center at **(I)**. Immediately push the switch **(J)** to set up the comm link. Doing this also lowers a bridge **(K)** that enables you to exit. Now all that remains is getting out alive.

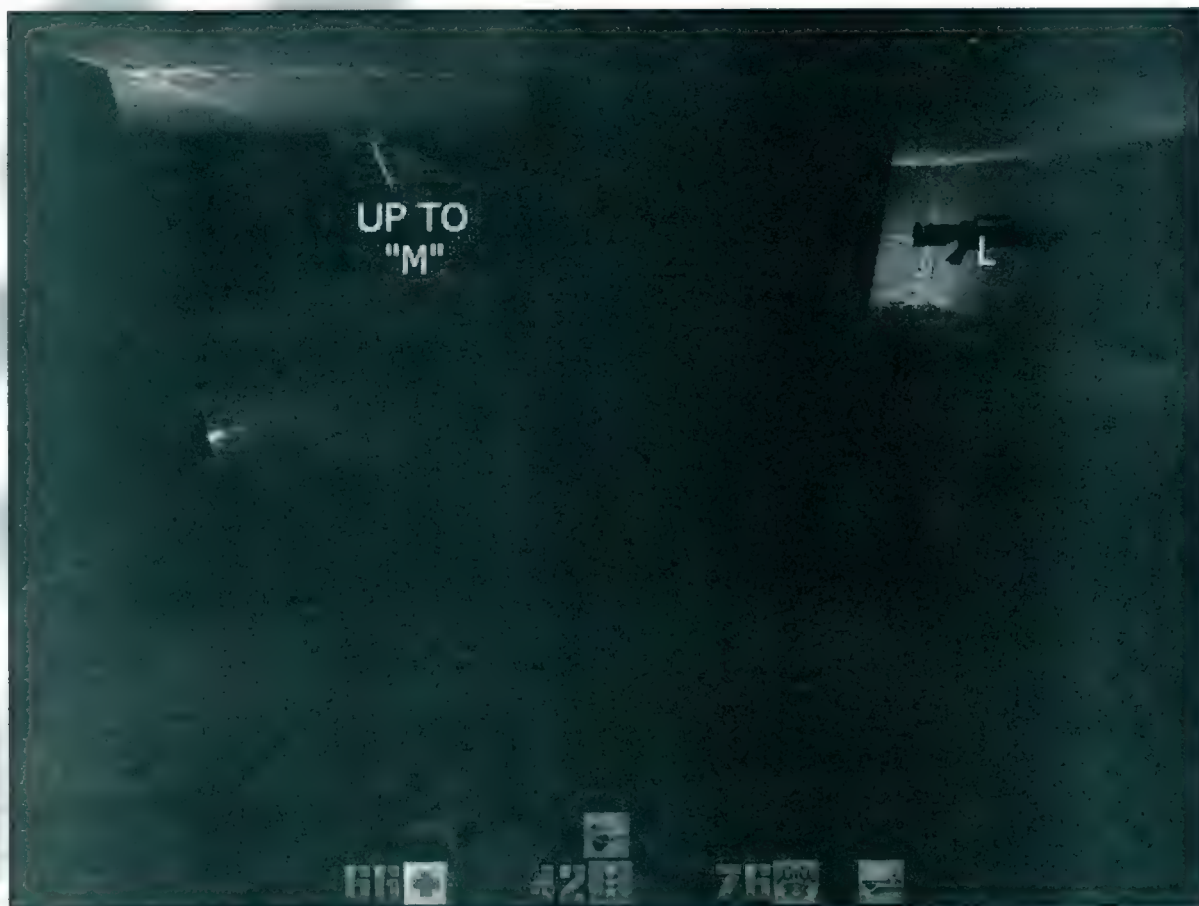
Kill the Enforcer and Machine gun Guards to your left, and take cover from those that are sniping at you from outside. Follow the corridor until you reach the ledge that overlooks the destroyed bridge. Quickly dodge the shots of the Flyers, Enforcers, and Light Guards across the bridge, and duck inside the doorway on your right. Kill any resistance that appears, and run for the room ahead. Cross the new bridge **(K)**, open the door, and kill the Guards.



The final room in this mission has two Gunners inside (or worse depending upon your skill level), so prepare to take them out quickly when you get inside. Also, if things get a bit too hot, you can drop down to the floor below. Beneath the floor is a crawlspace that conceals the final secret—a **Super Shotgun (L)**. With it in your possession, your mission is complete. You can exit the stage by using the elevator **(M)** in the back of the room.

NOTE:

As you arrive from Comm Center, the Strogg are back in full force. If you're feeling lucky, you can retrace your steps to find items and/or weapons. But play smart—save your game if you plan to return to any of the stages in this mission. Once you exit the mission, you can't return!



MISSION TWO

**Destroy the Strogg
Logistical Train.**

**U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES**



Stage 1:

Ammo Depot

Goal(s): Find the entrance to the Supply Station.

Secrets: 3

New Weapons: None

Mission Items: None

Enemies: Light Guard, Machine gun Guard, Enforcer, Technician, Berserker

You've managed to work your way deep into Strogg territory, and the Comm Link you set up has allowed Earth forces to coordinate their efforts. However, you're still the only one on the inside, so it's your job to continue making the Strogg pay for every Pod they've shot down. The sprawling Ammo Depot is where they'd least expect to be attacked. You're about to give them a big surprise...

As you step from the elevator **(A)**, a Machine gun Guard will rush you from across the room. Kill him, then drop over the side of the floor to the level below. Grab the **Super Shotgun (B)** in the corner and blast the Guard down there. Collect the **Grenades** on the floor and ride the corner lift back up by pressing the nearby switch on the wall. Open the door to the next room. Before you leave the room, look high on the wall opposite the door. Shoot the switch above, and then grab the **Quad Damage** powerup from the hole that opens in the wall on your right.



As you step down into the storage area, the wall behind you **(C)** will lower and two Enforcers will rush you. Let them have it with the Super Shotgun, then shoot the explosive barrels to reveal some **Grenades**. Activate the switch **(D)** to open the door on your right. This will release some Machine gun Guards and a Technician. Kill the Guards quickly, then concentrate on the Technician—it will take at least three close-range blasts with your Super Shotgun to bring it down. Collect the row of **Health** in the next room and open the door on your left. There's also a **Medkit** behind the box at the end of the row of Health.



Kill the Machine gun Guards that attack as you enter the room, then lob some Grenades into the room below to take care of the rest of them. Once the coast is clear, jump down and collect the **Grenades** hidden between the crates, as well as the **Medkits** on top of the crates. Push the switch **(E)** on the wall to lower the lift on the ledge above, and use the switch **(F)** near the lift to lower it. Once on top again, enter the lift.

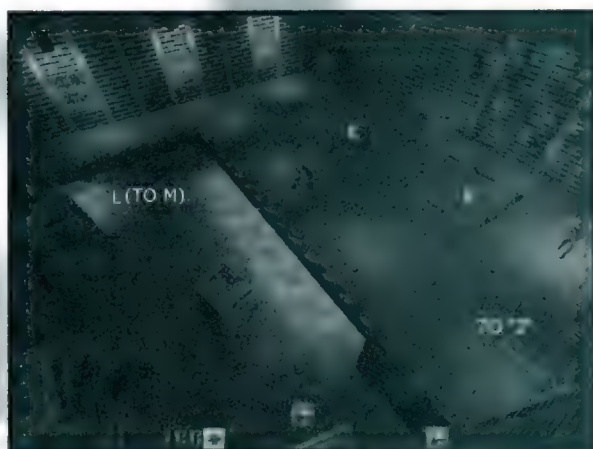


Activating the switch **(G)** on the walkway ahead will extend the bridge below so you can access the door **(H)** that was previously out of reach. Jump down to the bridge and enter the door. Kill the Berserker that's guarding the corridor behind it and collect the **Health** and **Ammo** nearby. Follow the hallway around to the left. Several Guards and another Technician are waiting for you. In addition, an Enforcer and a Berserker are in the small, dark room on your left. Once you've cleared things out, kill the Enforcer on the ledge behind the force field and shoot the switch on the wall behind him. This will lower the force field, allowing you to climb the stairs and activate the switch **(I)**, which will smash the crane on your left through the door across the room. Push the switch to your right before leaving the platform and enter the chamber on your left to get some **Ammo** and **Medkits**. There is an Enforcer in this chamber.



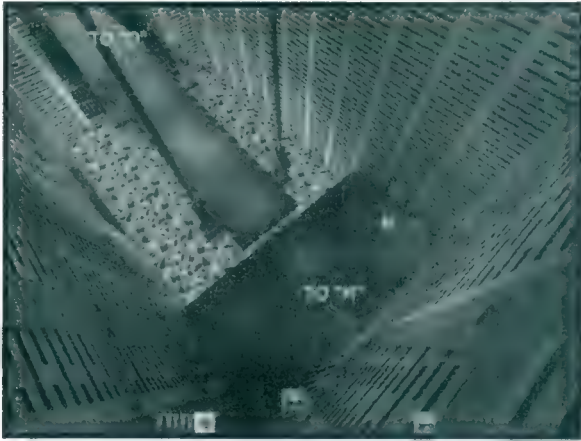
Open the door in the hall beyond and hop up onto the crates on your left to get some **Grenades (J)**. Kill the Machine gun Guard below, then open the door at the other end of the room. Ignore the ladder that's revealed on your left for now and kill the Berserker that rushes you from the next room. Kill the two Machine gun Guards hiding behind the crates in the small hallway and open the next door.

Blast the Berserker ahead of you and watch out for another one that will come from your left. Keep that Super Shotgun handy to make quick work of these guys. In the warehouse area below, there are two more Berserkers and a squad of Machine gun Guards. Use Grenades to thin them out, then jump down and finish them off. You could use either lift **(K)** to get back upstairs, but enter the door **(L)** instead. Hit the switch **(M)** to access the lift at the end of the corridor and ride it up.



You may have noticed two more Berserkers standing on the level you passed on your way up—don't worry about them. Step out of the elevator and activate the switch on your right. The two crates on either side of the switch will drop, crushing the Berserkers below. That's gotta hurt! Cross the room and enter the other lift. Kill the Machine gun Guard at the bottom and open the next door.

Don't touch that switch **(N)** on the wall yet! It lowers the walkway ahead into the lava, and we don't want that, do we? Cross the walkway to lure a Berserker out onto it, then run back and hit the switch. Not a good day to be a Berserker, is it? Cross the walkway once it rises, and drop off the right side into the dark area below. Ride the lift up and get the **Chaingun** and **Medkits** at the top. The switch up here just lowers the walkway into the lava. (Remember this one for Deathmatch. Dropping your friends into lava won't get you frags, but it's extremely entertaining.) Drop down to the walkway and kill the Guards that attack you from the corridor ahead. Check out the alcoves they were hiding in for some **Shells** and **Medkits**.



Dive into the water ahead and climb up onto the floating red crate **(O)**. Keep climbing until you can reach the ledge above. Walk to your right along the ledge, and then jump to the small alcove (after you kill the Guard inside it, of course). Push the switch **(Q)** to open the door opposite you. Run back along the ledge and jump to the other doorway.



Inside, be on the lookout for an ambush from above. Kill the Guards at the top of the lift ahead, then ride up and put three solid Super Shotgun blasts in each of the Berserkers who come to greet you. Enter the door opposite from the alcove they were hiding in and keep going through both sets of doors beyond. Kill the Berserker in the next room, and note the top of the ladder you saw before in the small room on your left. Open the door around it by pushing the switch **(S)** on the wall. If you happen to fall below at some point, it will take ages to get back up here any other way.



Follow the corridor and open the doors at the end. Take out the Enforcer and his Guards ahead, then take the left-hand walkway toward the Supply Station—you can't get to the Warehouse yet. Ignore the imprisoned Berserker in the cell **(T)** on your right—let him cool his heels until you get back. Enter the door to the Supply Station, which fulfills one of your goals for the Ammo Depot—you'll be back soon to investigate the Warehouse.



Stage 2:

Supply Station

Goal(s): Collect the four Power Cubes to restore power to the Warehouse.

Secrets: 3

New Weapons: Chaingun

Mission Items: Power Cubes (4)

Enemies: Light Guard, Machine gun Guard, Enforcer, Gunner, Berserker

To do some serious damage, you've got to get the Warehouse going again. To do that, you need to find four Power Cubes in the Supply Station and take out the train housed there. Once you have succeeded, you'll return to the Ammo Depot and head for the Warehouse.

Slide to your left as you leave the corridor **(A)** and take out the Guards on your side of the gap below. A Gunner will start lobbing grenades across at you, so use the crates for cover and snipe at him until he's history. This should also take out the Guards accompanying him. Walk to the far left side of the ledge you're on, and jump down to the ground below. Push on the wall in the corner **(B)** to reveal a stairway that leads to a **SECRET AREA** and some **Combat Armor**. Grab it, and ride the lift **(C)** back up to the ledge the Gunner was standing on.



Follow the corridor and jump down into the first room ahead. Kill the Gunners and Guards in this room, and jump onto the moving crate below. Ride it until it starts to enter the wall, then jump into the space ahead to find a **Secret Area** containing a Quad Damage power up. When the crate leaves the space, jump down and head for the stack of crates with the Light Guards on top. Climb the crates after you've taken out the Guards, then push the switch **(E)** to activate the lift **(D)** in the corner and open the door **(F)** below. Behind **(F)**, there are several Guards hidden high among the crates. Work your way through the room, and climb up onto the crate in the corner ahead to get some **Adrenaline (G)**. Jump down and cross the room. There is a **Chaingun (H)** in the corner with a Gunner guarding it. A Berserker jumps out of the large box when you grab the Chaingun, so you must spin and fire. Ride the lift **(I)** up to get the first **Power Cube (J)**.



Follow the ledge around to the door at the other end **(K)** and open it. Beyond, there's a room full of—you guessed it—crates. Surprised? Your new Chaingun will easily take care of the Gunner inside, so kill him and grab the **Flak Jacket** from the crate in the corner. Around the corner, push the switch **(L)** to cause the floor to lower. Push the switch on your left **(M)** to get a crate to roll toward the double doors on your right. Follow it as it enters, and activate the switch **(N)** inside to permanently open one of the doors.



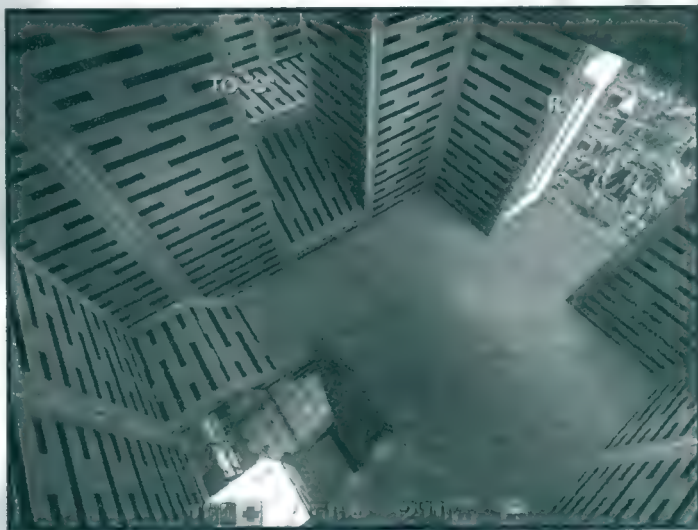
MISSION TWO



Jump on the conveyor belt below and open the door at the end. Kill the Enforcers patrolling the station outside and jump across the tracks. Walk around the corner and take out the Gunner waiting for you. Push the switch **(O)** to complete your Primary Unit Objective—the train is now disabled. Push the switch **(P)** on your right to get another **Power Cube** and disable the tracks, as well.



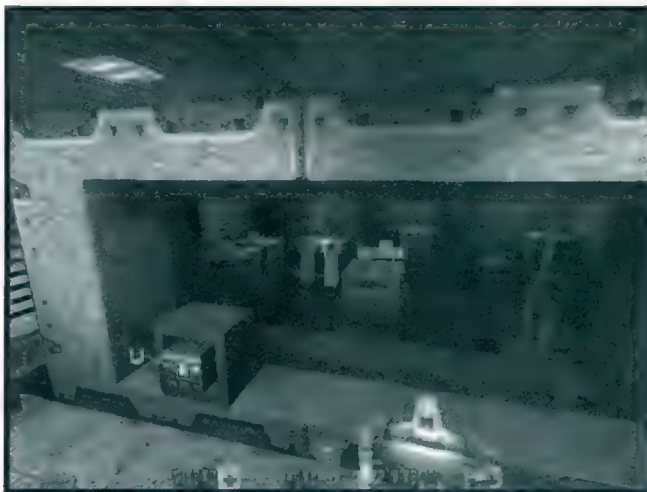
Walk along the tracks toward the train and push the floor switch **(Q)**. Crouch down and walk across the tracks, then climb the ladder ahead to find another **Power Cube** and some **Armor Shards (R)**. Walk up the slope on your left to get some **Grenades** and access to another room where a Gunner and Guard will try to make your life miserable. Drop down into the room and climb the ladder to reach the ledge above. The crates in the back are crawling with Enforcers and a Gunner. Work your way carefully through them and push the switch **(S)** to access a stairwell. Before you walk down the stairs, enter the small alcove to the left of them and shoot the gray crate in the wall of red ones. The crate will lower, revealing the **Final Secret** and a Megahealth.



Downstairs, step onto the lift on your left **(T)** and ride it down. Rush the Enforcer firing at you from the room on your right, then climb the ladder to finish him off. Push the switch **(U)** inside the room to start two lifts that will take you back up to the ledge above the stairs.



Open the door and kill the Enforcer to get the final **Power Cube (V)**. The doors on your right will open and several Guards and Gunners will attack you. Finish them off, then climb the crates in the room beyond to activate the switch **(W)** at the top, which opens the doors below. Use the lift behind the doors, then walk downstairs and out the door below to get back to the room that **(D)** is in. Push the switch **(X)** to open the doors ahead on your right, then enter them and ride the short lift up. Walk outside and enter the Ammo Depot to return to the Warehouse.

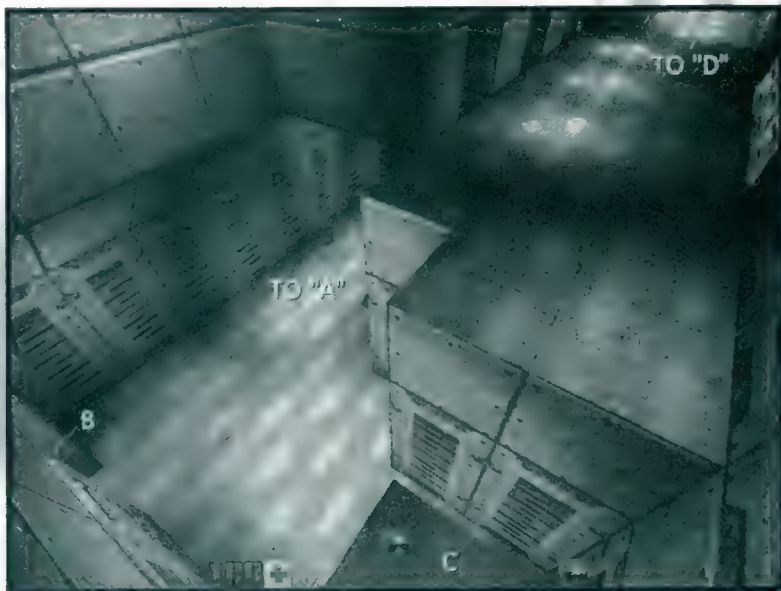


Stage 3: Warehouse

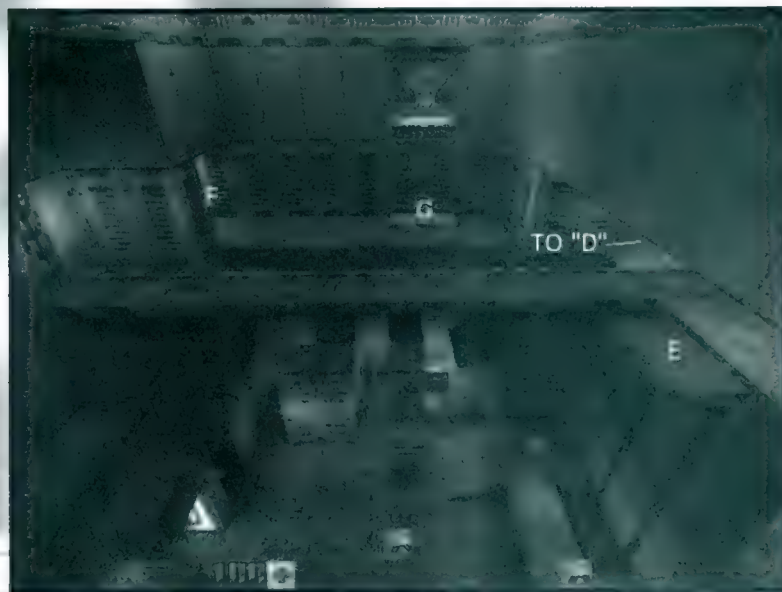
Goal(s):	Restore power to key Warehouse components.
Secrets:	2
New Weapons:	None
Mission Items:	None
Enemies:	Light Guard, Machine gun Guard, Enforcer, Gunner, Berserker, Tank

Once you're back inside the Ammo Depot, walk up the ramp and open the door. Cross the walkway and open the System Access door on your left. Use a Power Cube to restore power to the lift on your right, then push the button nearby to lower it down to you. Hop on and ride it up. Jump to the ledge at the top and kill the Machinegun Guard and Berserker ahead. Grab the **Medkits** and **Bullets** on the ledge inside the door, then walk down the ramp to enter the Warehouse.

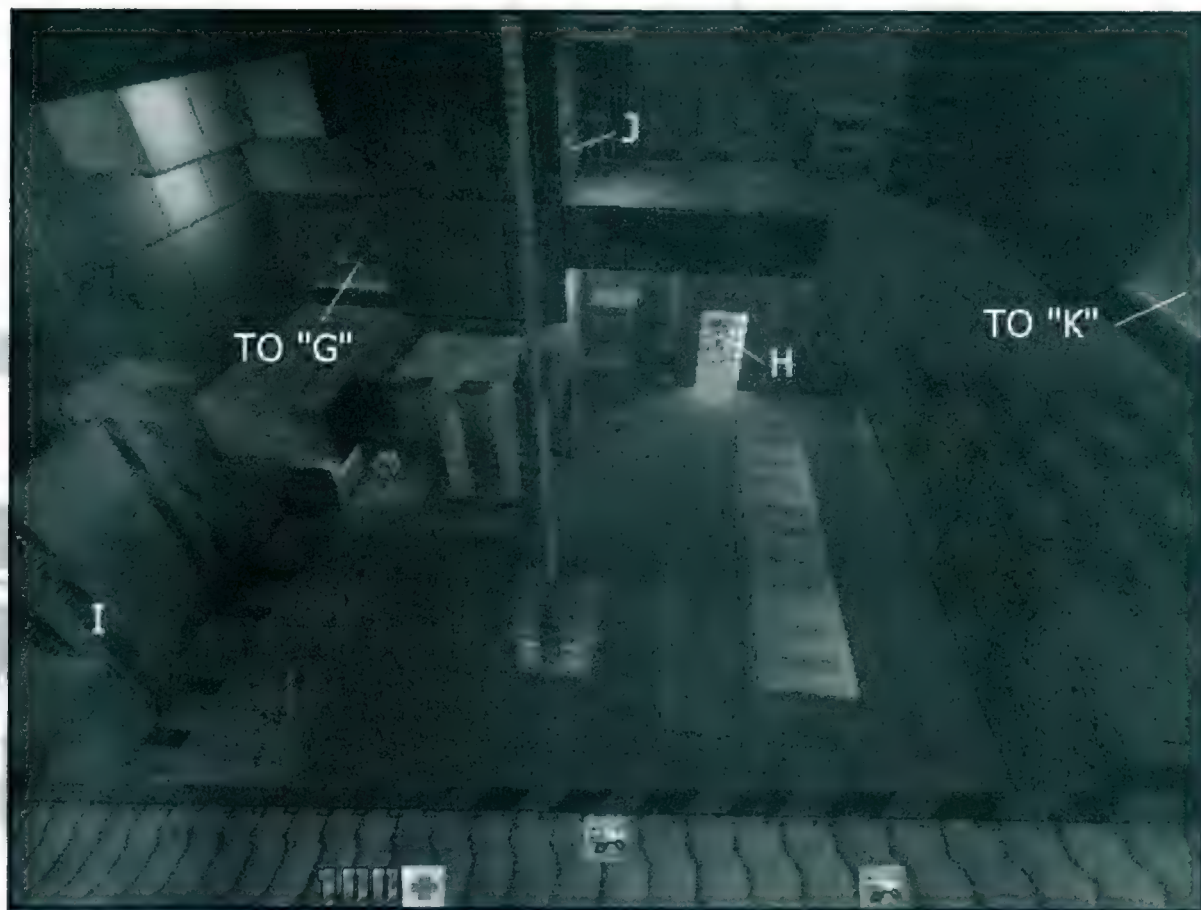
Now that you have the necessary Power Cubes, you need to sneak into the Warehouse and restore power to several systems. You enter the darkened Warehouse at **(A)**. Turn right, and follow the hall down to the door **(B)** at the end. Open it, and when you push against it, the lights will begin to come on. In addition, a Berserker and several Guards will be released to attack you. Finish them off, then ride the lift **(C)** up to the next floor. Two Enforcers will attack you as you pass their hidden alcove. Once you've killed them, enter their alcove to get some **Bullets** and **Health**. Continue down the walkway and open the door **(D)** at the end.



Kill the Enforcers and Machine gun Guards in the room below, then cross the room and enter the hallway. Take the lift down at the end of it, and fight your way to the left side of the room, where you'll find another Power Cube panel to activate. This one activates a lift **(E)** that will take you back to the room above. Cross the moving conveyor belt and kill the Enforcers in the room on the other side. Open the door **(F)** and step onto the lift **(G)**.



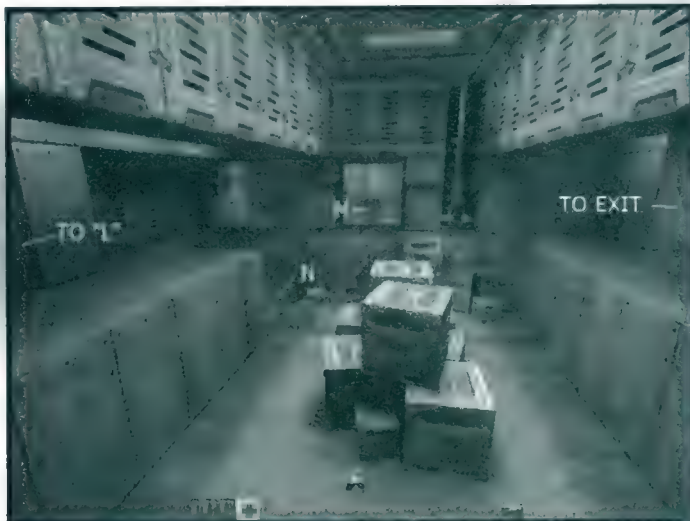
In the room above, kill the Parasite that tries to suck the life out of you, then open the door ahead. Jump down into the room below, and head for the last Power Cube panel (**H**). Once it's activated, ride the lift (**I**) up and jump onto the ledge near the sloping conveyor belt. Ride it up and walk around the ledge to the switch (**J**). Kill the Gunner nearby, then push the switch. A crate will be placed in front of the door. Stand well away and shoot the crate to blow a hole in the door.



Follow the corridor, opening the door at the end and continuing into the next room. Get the **Armor Shard** above the crates, then push the switch (**K**). Stairs will descend to the lower level. Stop at the first window you come to and shoot the glass. Look out the window, where you will see the corner of a switch behind the crates. Shoot it to extend the stairway below you into a **SECRET AREA** with a **Flak Jacket**, **Medkits**, and some **Ammo**. Load up, walk up to ground level, then head down the stairs and open the door below. Cross the room ahead and walk around the crates on your left. A Tank is hiding on the other side. Kill it, then push on the keyboard in the wall to re-open the door. Press the switch (**L**) and another door opens to give you access to a new area. A Gunner and an Enforcer are waiting for you.



Turn left and activate the switch (**M**) to get the two platforms moving above the room. Look up and shoot the switch on the ceiling. Climb the ladder and grab the **Quad Damage** powerup above. The next ladder leads to a sniper platform over one of the doors. Climb back down and head for the moving platforms. Jump across to one, then jump again to reach the other ledge. If you fall, use the lift (**N**) to get back up. Open the door on the opposite ledge and open the Exit door across the room. Step onto the conveyor belt to complete the mission.



MISSION THREE

Destroy the security
grid protecting the
industrial region.

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



Stage 1:

Main Gate

Goal(s): Penetrate the outer Prison defenses.

Secrets: 2

New Weapons: None

Mission Items: None

Enemies: Gunner, Flyer, Enforcer

You've been able to use the Warehouse's shipping bay to sneak deeper within the Strogg complex. The Prison holds the key to the industrial region's security, so it's up to you to get inside and take it down.

The area you start in **(A)** has two Enforcers patrolling it. Kill them both and use the explosive barrel to hop up and get the **Combat Armor (B)** above the crate in the corner. Open the door at the end of the hall and turn right to take on a Gunner and a Flyer. Follow the walkway around and dive into the water below. Swim to the surface and enter the narrow passage under the bridge to find a Secret Area with a Rebreather and Medkits inside. Take the lift up, then follow the walkway outside, killing the Gunners and the Enforcer inside. Weave your way through the crushers in this area, then hurry across the next open area to avoid a swarm of Flyers, Berserkers, and Enforcers. Open the door ahead and push the Alarm switch in the hall ahead once you've cleared the area. More Flyers will attack from an alcove on your right, so ground them. From the stairs, walk along the ledge and jump onto the computers to reach the alcove and the **Second Secret**, a **Flak Jacket**. That battle was tough enough—save yourself some time and trouble by going back outside and diving into the water below.



Swim through the green tunnel into the Prison walls. When you come to a pool of water, surface and climb onto the floor above. Look through the bars and shoot the red energy beam between the two blue pedestals. This stops the underwater fan, allowing you to swim up into the room behind the bars.

MISSION THREE



Once you're inside the room **(C)**, snag the **Combat Armor (D)** and explore the passages leading from this room to find a ladder **(E)**. Shoot the grating over the ladder's top and climb up. Blast the Gunner waiting above and ride the lift **(F)** up to the room above. Step on the floor switch to open the Prison's main gate. Jump down into the courtyard, then run through the gate and onto the lift inside to enter the Prison.



Stage 2:

Detention Center

Goal(s): Locate the Blue Keycard and use it to gain access to the Detention Center.

Secrets: 2

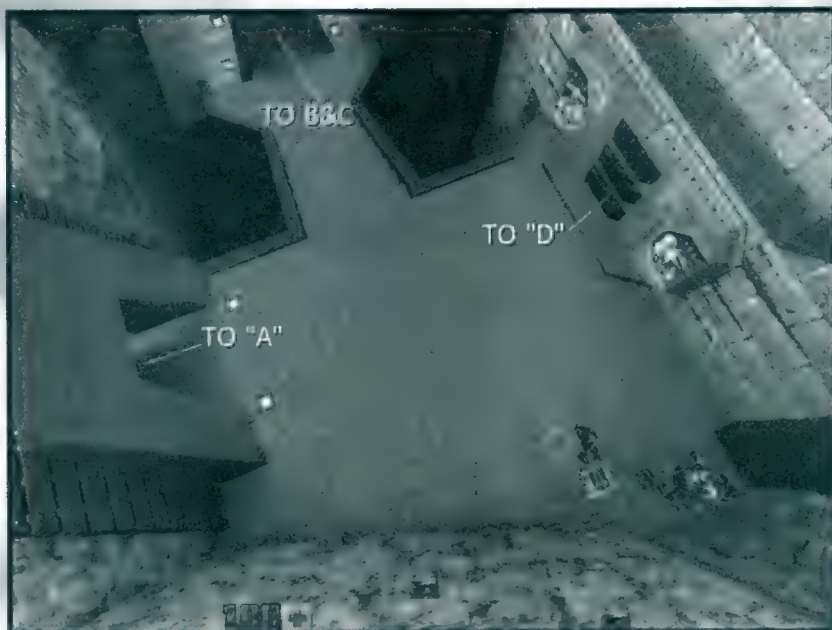
New Weapons: None

Mission Items: Blue Keycard

Enemies: Gunner, Flyer, Gladiator, Enforcer, Parasite, Tank, Medic

Now that you've made it inside the Prison, it's time to get down to business. In this stage of Mission 3, you must find the Blue Keycard before you can proceed.

From your starting position (**A**), sneak around to your right, then left, to surprise both Gunners with some close-range Super Shotgun fire. Once they're gone, kill the two Enforcers in the room below. Before you step out into the open area at the end of the hall, be aware that there's a Tank waiting for you. Use the doorway and hall for cover, and take it out. Once it's scrap metal, grab the **Bandolier** in the corner and walk down the stairs on your left to the room below.



The **Blue Keycard** is located here **(B)**, but it's guarded by a Gladiator. Don't stay in one place too long or he'll use that Railgun to punch a fist-sized hole in you. Grab the Keycard and get out of there as quickly as you can. The quickest route is to drop down onto the Keycard, then jump over the wall and into the water below **(C)**; however, there is no outlet from this pool, so you'll have to face the Gladiator sooner or later. It's a bit easier to pick him off from a safe distance than from inside the tiny control room. Also, the Gladiator won't hear you if you sneak up behind him. You can take him out with a few Super Shotgun blasts as he'll try to activate the alarm before attacking you. If you sneak up on him, the first hit is double-damage since he's not expecting it.



TIP:

The Gladiator is slow walking up stairs, so if you can get the Keycard and climb back up the stairs quickly, you can avoid a fight entirely.

Once you have the Keycard, walk back up the ramp and turn left. Open the door with the Blue Keycard and kill the Berserkers guarding the courtyard outside, then walk straight ahead and ride the lift **(D)** upstairs. There's another Gladiator guarding the ledge across from you, so use the hallway and lift as cover while you take pot shots at him. He'll make things miserable for you in the courtyard below if you don't take him out now. When you drop down to the ledge below, you'll have to kill a Berserker as well. Jump down and enter the door **(E)** on your right.



There's another Gladiator and two Flyers patrolling the halls, so keep a sharp eye out for them as you enter and take two right turns. Look to your right (you should be standing on a large, square grate) and push the switch **(F)** on the wall. Look out the doorway where you entered this room and you'll see that a **Quad Damage (G)** powerup is now accessible. Grab it and kill the Berserker who attacks from the switch room.



Return to **(F)** and walk up the stairs. Lure the Enforcers guarding the room down and finish them off, then go back up the stairs and kill the Gunners on the ledge behind you. Shoot the switch behind the Gunners, then quickly drop down through the opening on your right. Ignore the Gladiator here and run around to the stairs again, where you'll find a **SECRET ROOM** beneath them with some **Combat Armor** inside. Push the switch to get back out.

Use the Quad Damage powerup you found earlier and take out the angry Gladiator waiting in the room you jumped down into. The cells in this area contain imprisoned Marines, but you can't rescue them—they're too far gone. Get the **Health** and **Ammo** in their cells, and do what they'd do for you if you were in their place—put them out of their misery.



Across the cellblock, you'll see a green switch **(G)**. Don't worry about it for now. First, you need to play cat-and-mouse with the Tank at the end of the hall. Allow him to see you, then lure him down to the cellblock at the end of the square hallway. You don't want to kill him yet, so stay out of his way, hit the switch **(H)** to open the doors to the center area, and step inside. Snipe at the Tank from in here, then shut the door to block out the two Medics that come to avenge the Tank's death. Use your Super Shotgun to finish them off quickly, then leave the room. Hit the green switch **(G)** and enter the side door of the center area. You can now reach a **SECRET AREA**—below it you'll find three Cells, some **Energy Armor**, and **Grenades**. If you get blocked in here again, push the switch **(I)** to get out.



Enter the door **(J)** and go to the Security Complex to search for the Red Keycard.

Stage 3:

Security Complex

Goal(s): Locate the Red Keycard and return to the Detention Center.

Secrets: None

New Weapons: None

Mission Items: None

Enemies: Gunner, Flyer, Gladiator, Enforcer, Parasite, Tank, Medic

Your mission here is fairly simple—find the Red Keycard and return to the Detention Center.

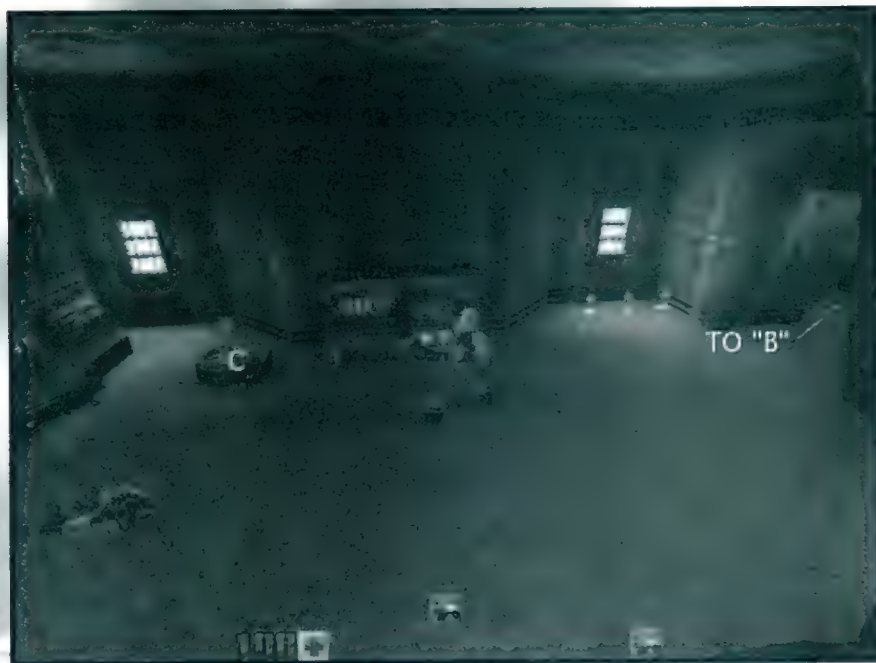
From your starting point **(A)**, kill the Gunner abusing the prisoner ahead, then take out the Medic coming down the stairs. If you turn right and walk down the stairs, you'll encounter a Tank in the corridor beyond, and discover that you cannot proceed until you deactivate the yellow lasers and hit the switch **(B)** behind them. Return to the courtyard and walk up the stairs.



This room is crowded. Kill the Gladiator and Berserkers that attack you on sight, then step inside and take out the two Gunners dropping grenades on your head from above. Drop down to the lower level and collect the goodies—a **Bandolier**, two **Quad Damage** powerups, **Grenades**, and some **Health**. A Medic and another Gunner will appear on the ledge above, so avoid their fire as you head back upstairs.



Enter the doorway on the ledge above and kill the Gladiator guarding the **Red Keycard (C)**. Grab the Keycard and return to the Detention Center to deactivate the yellow lasers that are blocking the rest of the Security Complex from you.

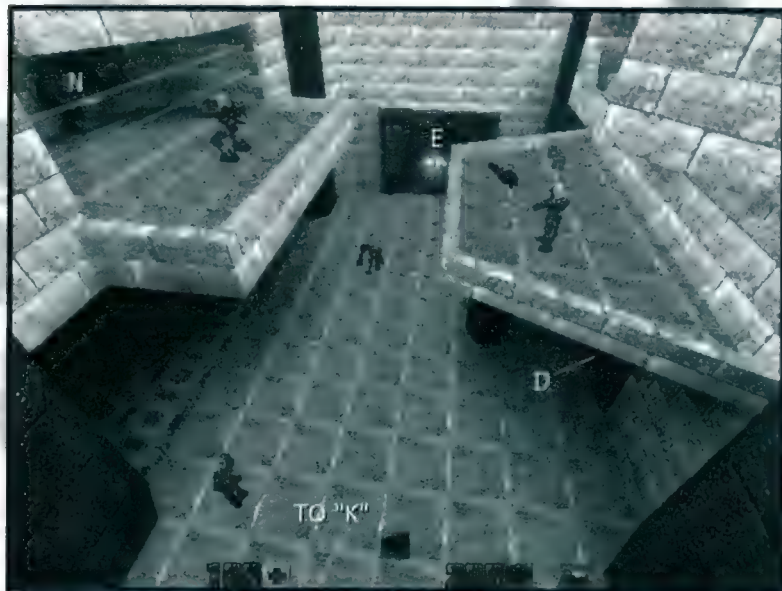


Stage 4:

Detention Center

- Goal(s):** Open the Red Keycard door and find the yellow laser control computer. Deactivate the lasers.
- Secrets:** 2
- New Weapons:** Grenade Launcher
- Mission Items:** Yellow laser control panel
- Enemies:** Gunner, Flyer, Gladiator, Enforcer, Parasite

In order to destroy the security grid, you need to deactivate the yellow lasers in the Security Complex. You'll have to make your way back through the Detention Center, and open the Red Key Card door (K).



Kill the Parasites inside, then enter the room on your right and kill the Enforcers standing guard. Open the door **(L)** and blast the Parasite and Enforcers that ambush you. Follow the hall ahead, slaughtering more Enforcers and Parasites. Grab the **Armor Shards** in the room at the end of the corridor and ride the lift **(M)** up. The computer on your left is the control panel for the yellow lasers. Another Gladiator is on guard here, as well as several Flyers that will come from behind you once you step off the lift. Kill the Flyers, then snipe at the Gladiator from around the corner—he won't step into the lasers. Once he's dead, you may have to kill the Gunner on the ledge across from you, as well. Deactivate the yellow lasers by approaching the keyboard **(N)** on your left.



Before you return to the Security Complex, grab a new weapon—the Grenade Launcher. Go back down the lift and return to the door at the end of the corridor. Turn right and take the stairs up to the ledge above. Grab the **Machine gun (O)** and the other goodies on the ledge, then enter the open doorway and walk down the stairs, killing the Enforcers below. Get the **Grenade Launcher (P)** and put the prisoner out of his misery. An alcove behind you has opened, and two more Enforcers are waiting for you to try your new weapon out on them—don't disappoint them.

Return to the Security Complex through the door **(J)** to continue your mission.



Stage 5:

Security Complex

Goal(s): Open the Control Pyramid and locate the security pass.

Secrets: None

New Weapons: None

Mission Items: None

Enemies: Gunner, Flyer, Gladiator, Enforcer, Parasite

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With the yellow lasers out of commission, it's time to get down to business. Find the Control Pyramid Key and open it to get the Security Pass you need to proceed. The Key isn't located here, so this time you're just passing through. The good news is you don't have to return to the Detention Center anymore; however, the bad news is that it gets tougher from here!

From position **(A)**, turn left and open the door **(D)**. Pound the two Berserkers inside, and then focus your attention on the Berserker and Enforcer in the chamber beyond the corridor. When they're out of the way, get the **Combat Armor**.

Kill the Enforcers in the courtyard. Looks like Willits didn't make it—sorry to hear about it, Tim—but his loss is your gain. Grab the **Chaingun** and **Power Armor** he left behind, and then enter the door ahead. Now it's time to proceed to the Guard House.



Stage 6:

Guard House

Goal(s):	Locate the Control Pyramid Key and return to the Security Complex.
Secrets:	1
New Weapons:	None
Mission Items:	Control Pyramid Key
Enemies:	Gunner, Flyer, Gladiator, Enforcer, Parasite, Light Guard, Machine gun Guard, Mutant

The Control Pyramid Key is located within the Guard House complex and the hunt for it will be extremely bloody. However, passing through the cellblock as you enter should get you in the mood to turn some Strogg inside out.

From your entry point **(A)**, kill the two Guards in front of you, and then ride the lift up and eliminate the Gunner above.



TIP:

If you feel motivated, you can kill the prisoners—some of them even cough up ammo!

Follow the corridor on your left, killing the Enforcers and Guards that get in your way. When you reach the stairs, shoot the barrels below to unveil a small doorway; inside is a **SECRET AREA (B)**. Grab the **Ammo Pack** and **Medkit** inside, take the stairs on your right, then open the door **(C)** below after wasting the Guards in front of it.



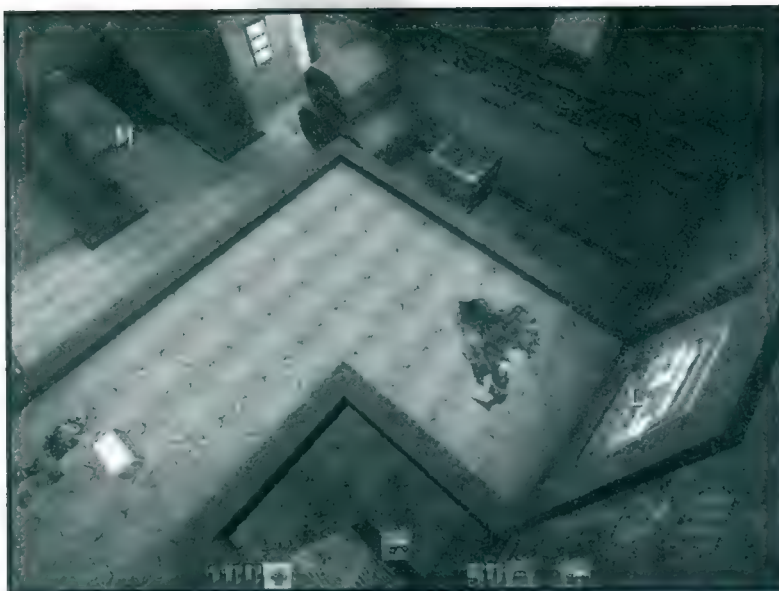
Wipe out the Flyers across the open area. When they're history, grab the **Combat Armor**—but at your own risk, because a Mutant blasts out of the wall when you attempt to pick it up. So, back up and let him have it! Before crossing the courtyard, drop down to the ledge below and enter the door **(E)**. Kill the Mutant and Guards inside, and then shoot the barrels downstairs and to your right. If you crouch down, you can enter the destroyed door **(F)** to find a **SECRET AREA** that contains a **Grenade Launcher** and a **Medkit (G)**. Leave the room and enter the other door **(H)**.



As you grab the **Hyperblaster (I)** in the center of the room, quickly jump to the wall ahead before the floor around the Hyperblaster collapses. It reveals a rather disgusting site: a spike-filled pit with impaled, dead Marines below. Kill the guards that attack you, then take the ladder (**J**) down to collect some **Bullets**. Use the lift (**K**) to reach the upper level. After doing so, open the door (**L**).

Drop down into the lower level, and kill all the Mutants and Guards in the area. Collect the **Ammo** and **Health** in the corners, as well as the **Combat Armor**. Walk down the stairs (**M**) and drop off the walkway beyond. Kill another Mutant here, follow the passage, and then collect the **Power Armor (N)**. Continue to follow the passage until you reach the stairs that lead you up to the surface.





Kill the Enforcers guarding the force-field protected doorway (O), then take out the Tank on the platform to your left. Climb the platform and push the switch (P) to deactivate the doorway's force field. After grabbing the **Super Shotgun** and other items in the area, go ahead and enter.



Kill the Guards in the passages beyond and walk up the stairs to get the Control Pyramid Key (Q). Now retrace your steps and return to the Security Complex.

Stage 7:

Security Complex

Goal(s):	Use the Pyramid Key on the Security Pyramid, then go to the Torture Chambers to find the Security Pass.
Secrets:	1
New Weapons:	None
Mission Items:	None
Enemies:	Gunner, Flyer, Gladiator, Enforcer, Parasite, Light Guard, Machine gun Guard, Mutant

You've got the Pyramid Key—now you need the Security Pass. It's located in the Torture Chambers—a very unpleasant place to be, by the looks of things.

From your entry point back into the Security Complex, head for the Security Pyramid, which is located on the lower level of the room near where you found the Red Keycard earlier. Fight your way to it, then use the Key to open the Pyramid (**E**). Kill the Icarus that rises out of the Pyramid, then ride the lift down. You can't enter the door here yet, but now your Computer should tell you to go to the Torture Chambers to find the Security Pass. Ride the lift back up, and return to the courtyard near (**A**).



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Take the tunnel you took before when you saw the switch **(B)** guarded by the Tank. Push the switch to lower a walkway that will allow you to cross the lava pit below. There are two Icarus hovering above the walkway, so take them out, then cross over and open the door **(F)**.



Kill the Gunner and Tank below, then enter the door **(G)** to go to the Torture Chambers.

Stage 8:

Torture Chambers/ Security Complex

Goal(s): Find the Security Pass by accessing Cellblock B.

Secrets: 3

New Weapons: None

Mission Items: None

Enemies: Gunner, Enforcer, Light Guard, Machine gun Guard, Tank

Your search for the Security Pass leads you through the heart of the Strogg Torture Chambers where many of your comrades are getting maimed and tortured. Although you're here just to find a pass, you should take some time to pay back the Strogg; they seem to enjoy their work a bit too much.

Your first task is to locate the Data CD so you can use it to gain access to Cellblock B. From your entry point (A), walk down the stairs to your right and kill the Tank standing guard. Step on the floor switch (B) to lower the lift ahead. But before you jump on the lift, walk around the outside of the structure to your right. Here you'll find a SECRET AREA containing a Hyperblaster and some Cells. Walk back inside and take the lift down.

MISSION THREE



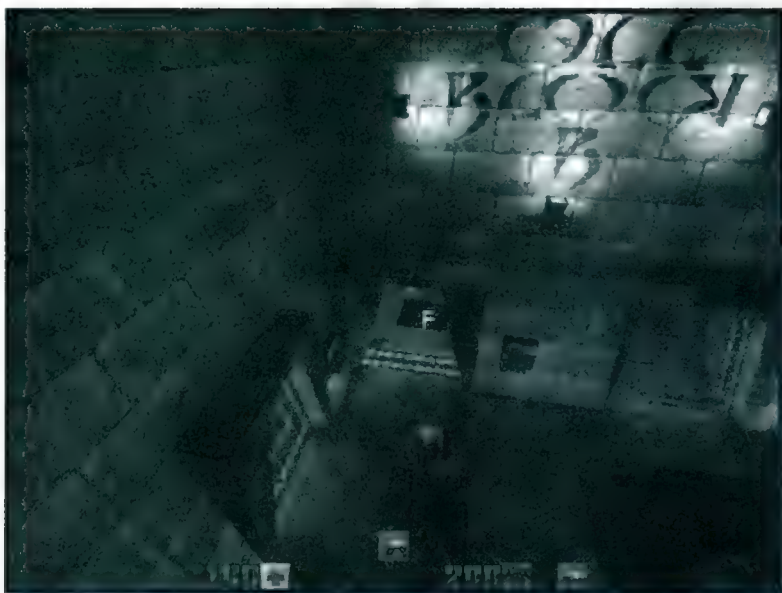
Follow the hall to the right of the switch (C). When you approach a set of stairs to your right, walk down to the lower level and open the door (D) to enter Cellblock A. You can enter the cells and retrieve some Health inside.

You can shoot the back wall of the third cell to reveal a **SECRET AREA** that contains an **Invulnerability** powerup. Continue to open all the cells, and then ride the lift at the bottom up to the room above. Pick up the **Data CD** by pressing the switch **(E)**, and then quickly jump down into Cellblock A to avoid the Gunner above you.



Follow this passage until you reach a locked door with a Guard in front of it. After disposing of the Guard, open the door with the keyboard to your left. This gains you access to Cellblock B. You'll notice that the third cell has a grate in the floor **(F)**; you can shoot it and drop down to the sewers below. A Parasite awaits you in the sewers.

MISSION THREE



There's a ledge along one of the walls with a **Rebreather (G)** at one end. Grab it, then enter the sewer pipe. Swim down it and climb out of the water into the room with the Security Passcard inside. Kill the Light Guards there and activate the computer to lower the cross, then grab the **Passcard (H)**. Raise the cross again to grab the items in the water below.



Open the door and follow the walkway to find a sign pointing to the Exit. Before you exit, step on the floor switch **(I)** to raise a cage with a **Hyperblaster** inside. Crouch down to get it, then activate the Invulnerability powerup you found earlier and dive into the lava. Swim down and pick up the **Quad Damage**, **Ammo Pack**, and assorted **Ammo** at the bottom, then swim back up. Use the lift near the lava to get back upstairs. Kill the Tank in the Exit area and open the door to head back to the Security Complex.



When you return to the Security Complex, you'll find yourself in a new area above and behind the Security Pyramid. Fight the Medic and Gunners in the area, then drop down off the ledge you eventually come to and walk around to the Security Pyramid. Inside the Pyramid, take the lift down and open the door **(G)** to go to the Grid Control.



Stage 9: Grid Control

Goal(s): Locate and destroy the Grid Control Computer.

Secrets: None

New Weapons: None

Mission Items: Grid Control Computer

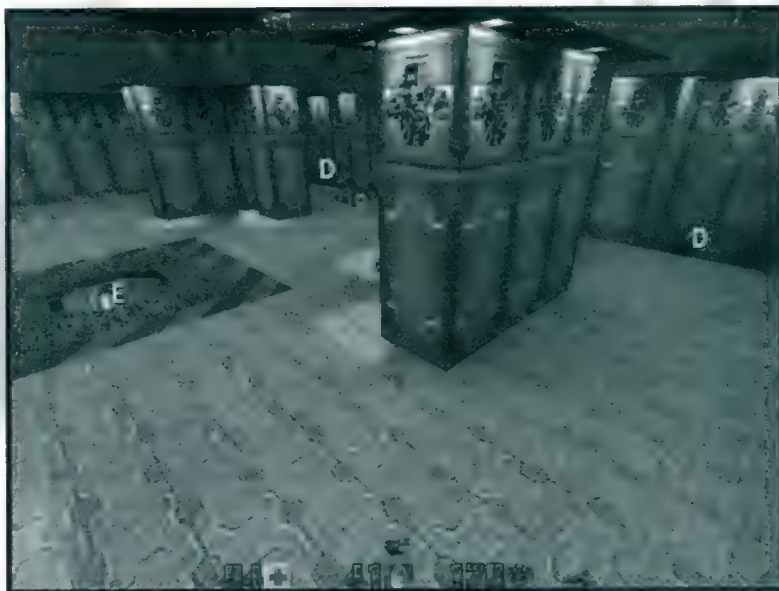
Enemies: Tank, Gunner, Boss 1

You've reached the final stage of your mission to take out the Strogg Security Grid. There are only a few Strogg in the area, so take your time and do it right, Marine!

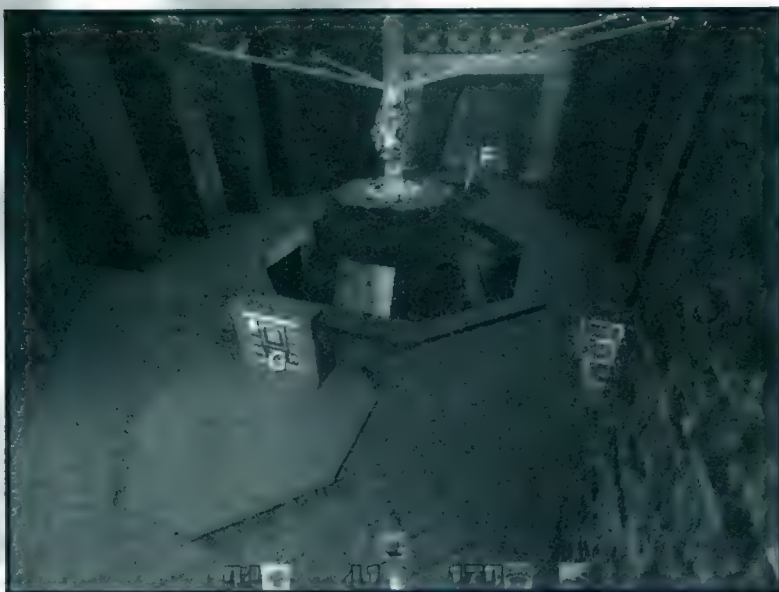
From the elevator **(A)**, walk up the stairs ahead and collect the **Combat Armor (B)** and **Grenade Launcher (C)** from the two areas surrounded by blue lasers. Follow the corridor and you'll come to two doorways. Entering either one will cause a force field to spring up behind you—no turning back now!



Ignore the pulsating pillar in the center of this chamber. Crouch down and walk under the blue lasers along either side, then ride a lift **(D)** up to the upper level. Kill the two Tanks guarding the lifts and a massive explosion will knock down the walls of the center area, revealing several Berserkers and Boss 1, the granddaddy of all Tanks. Killing him isn't easy, but for all his size, he is very slow. Use the remains of the inner walls to duck behind, and lob Grenades at him from the perimeter. It will take quite a few, but you can manage it if you don't get caught napping. Once he's dead, take the ladder **(E)** in the center down to the corridor below.



Follow the corridor until you can ride a circular lift **(F)** up to the Grid Control Computer room. Push the switch **(G)** to raise the protective sheath around the power source, then blast it to destroy the Security Grid. Follow the hallway ahead to reach the Exit to the next mission.



MISSION FOUR

**Navigate the Mines
and find the entrance
to the Factory.**

**U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES**



Stage 1:

Mine Entrance

Goal(s): Make your way to the Mine Entrance.

Secrets: 1

New Weapons: Rocket Launcher

Mission Items: None

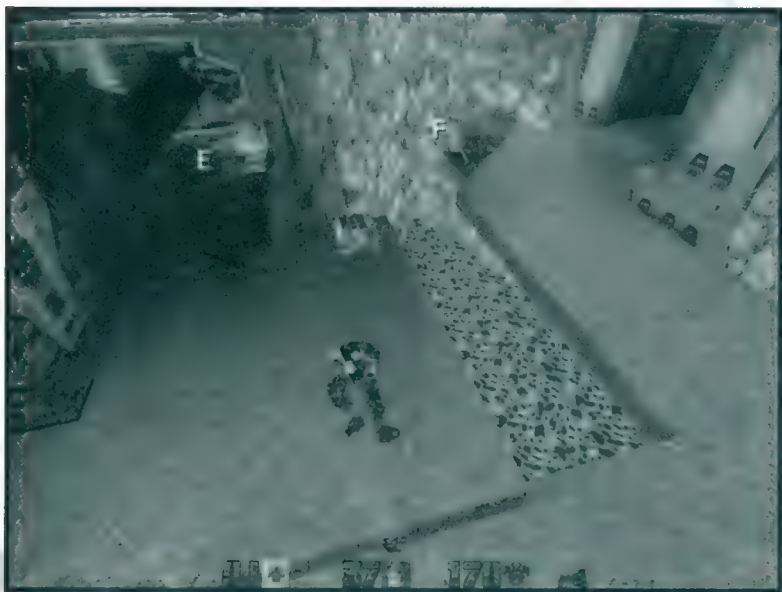
Enemies: Berserker, Light Guard, Icarus, Mutant

With the Grid down, you can now make your way through the industrial complex and find a way inside the Factory on the other side. The area is crawling with Strogg, and they know you're coming!

From your entry point, open the door at the end of the corridor **(A)**. The Factory is directly across from you, but you can't get inside from here—nothing is that easy! In the courtyard below, grab the **Hyperblaster (B)** from the island in the lava on your right and use it to clear the area of Guards and Berserkers. The cliff wall behind **(B)** has some ledges that you can climb. Climb to the top and jump down to get the **Energy Armor** and **Medkit** below. Jump across to **(B)**, and then walk around the ledge near the Factory door **(C)** to the entrance on your right **(D)**.



Follow the walkway, killing the Guards and Berserkers that attack. As you enter another open area, look to your left and blast the Berserker standing there. Shoot the wall behind him to reveal a **SECRET AREA** with a **Rocket Launcher (E)** inside. Cross the walkway and dispatch the Guards on the ledge (**F**) below. Jump down to the ledge and climb the ladder (**G**) to reach a small room. Push on the engraved door (**H**) to reach a ledge with some **Medkits** and **Shells** on it. Blast all the Guards in here, then enter the passage to the right of the engraved door.



U.S. MARINE CORPS 25th MECHANICAL INFANTRY

Kill the two Icarus outside and walk around the structure to your left. Blast the barrels here to take them out. Get the **Grenade Launcher(I)**, and then walk down the stairs. At the bottom of the stairs, two more Berserkers and some Light Guards will attack. Finish them off and proceed to the Mine Entrance (J).



Stage 2:

Upper Mines

Goal(s):	Toxic conditions found in Lower Mines. Activate the ventilation systems.
Secrets:	1
New Weapons:	None
Mission Items:	None
Enemies:	Gladator, Gunner, Light Guard, Shotgun Guard, Icarus, Mutant



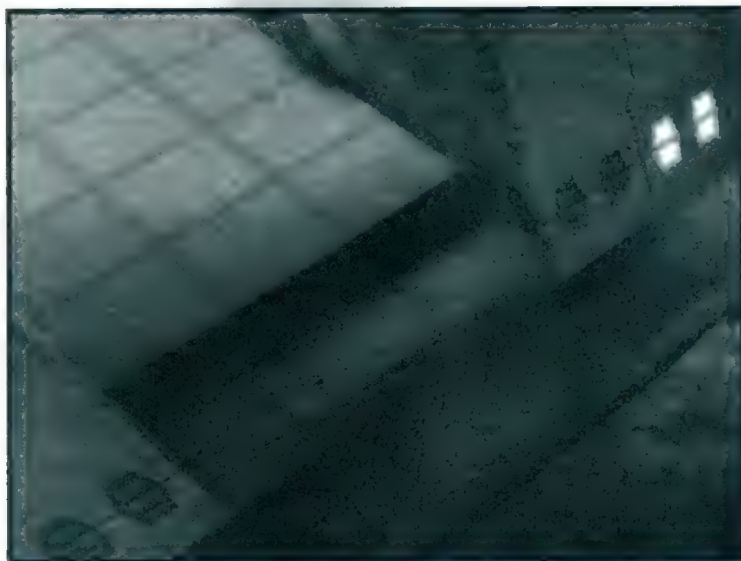
MISSION FOUR

There's something wrong here. As you enter the Mines, you receive a message that the air in the Lower Mines is toxic due to a ventilation system failure. Since you're headed to the Lower Mines soon, you need to fix that problem first.

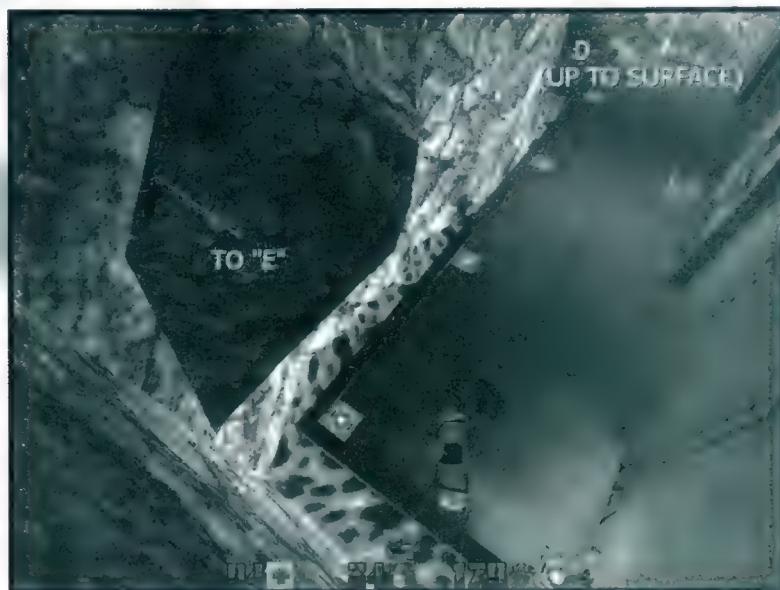
From the Mine Entrance **(A)**, turn left and take out the Guards in the passage ahead. As you follow the passage, you'll come to an open area with more Guards heading your way. Take care of them and get the **Rocket Launcher** and **Cells** from the shaft on your right **(B)**. You'll have to jump up and walk along the back side of the vent with the spinning cogs inside to reach the other side of the walkway, so be careful—if you fall in there, you'll be liquefied.



Ride the lift **(C)** to the upper level, and carefully make your way around the pit in the center, which is directly above the liquefier you saw downstairs. Walk up the steps and kill the Gunners ahead. Once they're gone, continue up the stairs, and then up the set of stairs on your left, once you've killed the Gunners above. Follow the passage around to the right and kill the Icarus there, as well as the one in the open area on your right.



Walk down the stairs into the vent below. Don't jump through the fan below—you don't need to go down there yet. Instead, collect the items along the ledge and climb back out. Enter the tunnel **(D)** and get the **Combat Armor** ahead. Blast the Guards firing at you from the side tunnel, and then walk up to where they were. Kill the Gunner that attacks you, then walk up the ramp. Shoot the Guards in the room beyond, and then run quickly across to get the **Rocket Launcher (E)**. You will take some serious damage, but crouching and taking it slow isn't the way to go—you'll take less damage if you do it quick. There are two **Medkits** at the end of this fiery gauntlet, so get healthy again before you proceed.



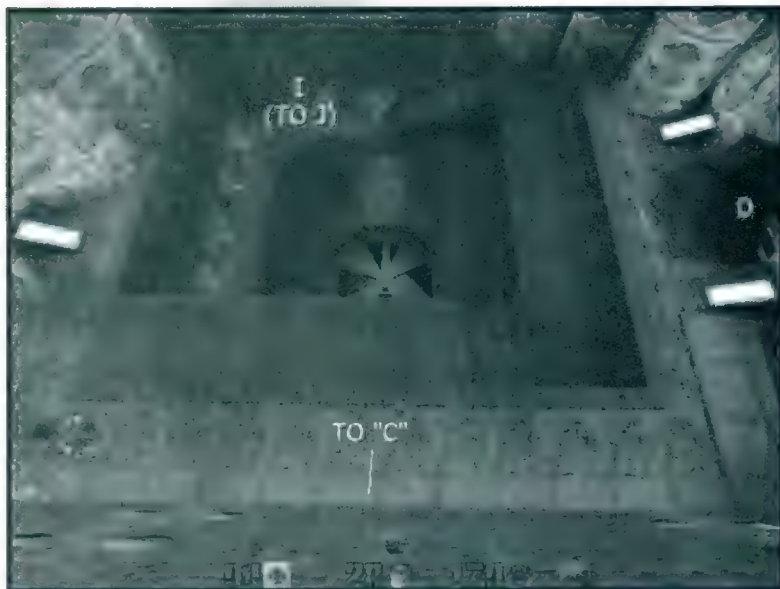
MISSION FOUR



Step on the floor switch **(F)** and kill the Gladiator that heads your way from the ramp on your right. Once he's history, walk up the ramp and kill the two Gunners hiding there, then continue into the next room and take care of the Guards on the platforms. Head down the ramp and lure the Gladiator in the tunnel across from you out to play. Blast him with Rockets, then walk into the room he came from. Push the switch **(G)** to activate the ventilation system. Shoot the wall behind the Medkit outside to find a **Secret Area** containing some Bullets, Medkits, and some angry Gunners. Kill them and climb out of the vent.



Cross the bridge again, then turn left. Kill the Gunner in the passage on your left, then step on the floor switch **(H)** to extend a bridge to the other side. Cross over and keep going to your right and down the ramp. Use the stairs to get down into the vent again, only this time enter the doorway **(I)** and use the lift to get downstairs. Go through the Exit **(J)** to the Borehole.



Stage 3:

Borehole

Goal(s):	Activate Mine machinery to gain access to Drilling Area.
Secrets:	3
New Weapons:	None
Mission Items:	None
Enemies:	Berserker, Gunner, Light Guard, Machine gun Guard, Gladiator

To get to the Lower Mines, you need to get to the Drilling Area first. This level is tough from the start, so lock and load—it's going to be a short, deadly trip.

Grab the **Grenade Launcher (A)** near the entrance and walk straight ahead. Follow the corridor to the right and kill the Gladiator and Gunners in the room beyond. Take the hall on your left and wipe out the Machine gun Guards hiding below. Walk to the far right wall and kill the Gladiator at the end of the hall ahead. Walk down the stairs on your right and kill the Berserkers and Guards below.



Get the **Hyperblaster (B)** and **Cells**, then blast the barrels under the stairs to reveal a **SECRET AREA (C)** with some **Rockets** and some **Combat Armor** inside. Follow the corridor beyond the doorway **(D)**. There are several Gladiators and Gunners along the way, so be prepared for a battle. Keep following the walkway until you come to the corner where the walkway has a diagonal piece. Jump off the ledge and kill the Mutant below. Search the area, and you'll find some **Rockets** and **Cells**, as well as a **Quad Damage (E)** powerup behind the walkway.



Jump onto the walkway and follow the pipes, killing the Guards as you go. When you come to a pool of water on your left, dive in to score a Secret and get some **Adrenaline**. Keep following the pipes, jump onto the lift **(F)** in the room at the end of the pipes, and then drop through the hole in the room near the start. Go down the walkway again, but this time don't jump off. Keep going and you'll eventually come to a room with two switches inside. Push the switches **(G)** to get the Mining machinery going. A panel in the wall behind you explodes, and several Gunners appear from alcoves nearby. Kill them, then enter the passage behind the blown-out wall. Shoot the wall **(H)** to reveal a **SECRET AREA**. Follow the corridor and climb down the ladder on your left.



Jump onto the moving platform **(I)** and ride it to the next room. When you drop off, you'll be in front of an Exit to the Drilling Area. Enter to continue your mission.



NOTE:

You can also exit by going back to your entry point and pushing the button (J) above the lava pit, which lowers the entire platform and allows you to access another Exit (K).

MISSION



Stage 4:

Drilling Area/ Borehole/ Drilling Area

Goal(s): Lower the access bridge and find the Service Elevator to the Factory.

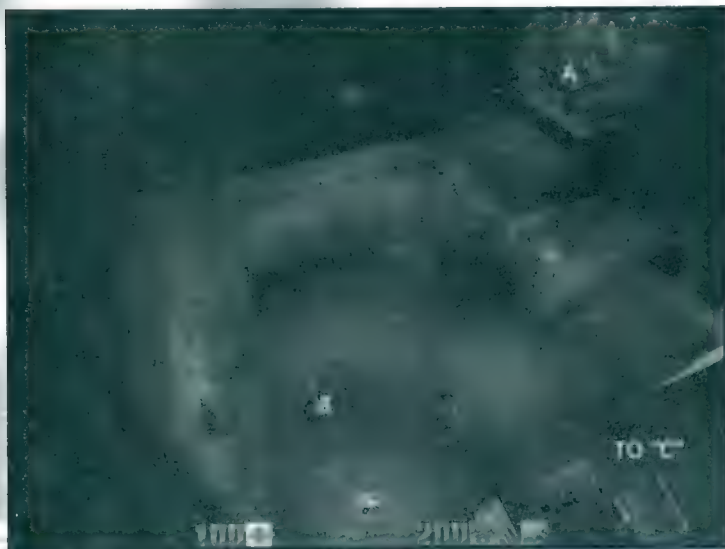
Secrets: None

New Weapons: None

Mission Items: None

Enemies: Berserker, Gunner, Light Guard, Machine gun Guard, Gladiator, Mutant

This walkthrough assumes you found and used the Exit behind the Secret Area in Borehole. In this short trip to the Drilling Area, you'll find the switch that lowers the access bridge, and then return to the Borehole to access another part of the Drilling Area, which will lead you to the Lower Mines. Confused? It'll make sense in a few minutes.



As you step from the start tunnel **(A)**, get the **Silencer** on your right, then pick off the Gladiator and Gunner below. Jump down and push the switch **(B)** to lower the access bridge. Follow the corridor on your right as you turn around, killing the Guards, Gunners, and another Gladiator along the way.

When the walkway ends, walk up the stairs on the left to find a room with an Exit **(C)** inside. Enter it to return to the Borehole.



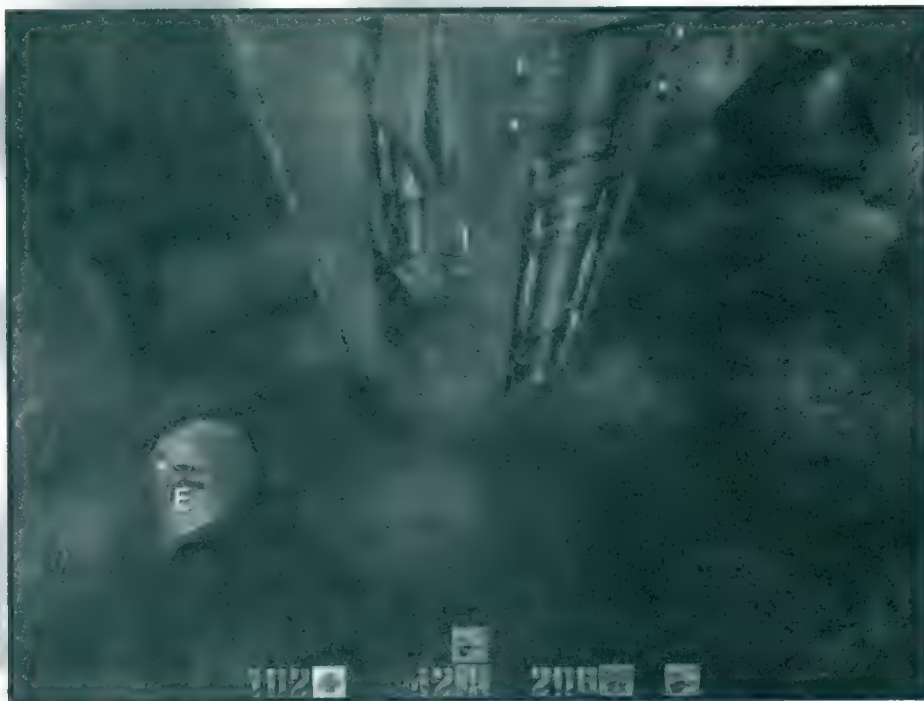
When you reach the Borehole at **(K)**, push the switch on the wall around the corner to lower the lift over the lava. Step out onto the lift and push the button on the right to lower the lift. Go through the Exit ahead to access another section of the Drilling Area.



When you arrive at **(D)**, grab the **Rocket Launcher** and shoot both red energy beams up on the platform after you've killed the two Gunners guarding them. This will lower a ramp ahead of you, allowing you to access the tunnels.



Kill the Mutants in the larger tunnel you come to and grab the **Combat Armor**. At the end of the tunnel, you'll see a huge cutting laser with a switch **(E)** behind it. Push the switch, and the laser will drill a hole in the floor. Jump into the hole to access the Lower Mines.



Stage 5:

Lower Mines/ Drilling Area

Goal(s): Enable the Service Elevator to the Factory.

Secrets: None

New Weapons: None

Mission Items: None

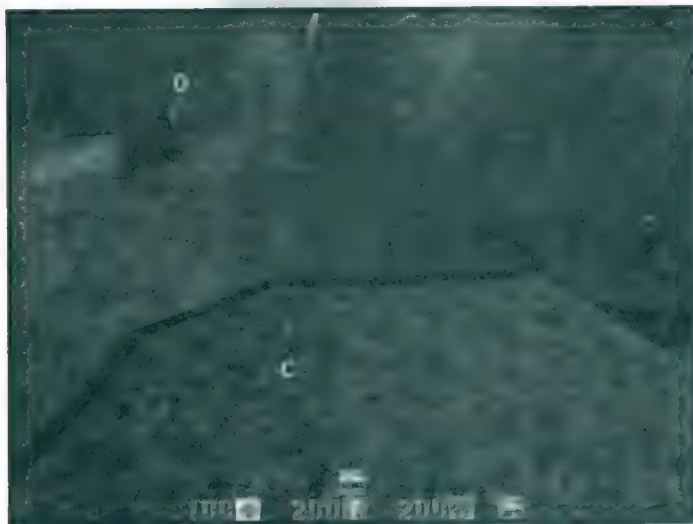
Enemies: Gunner, Tank, Technician

You're almost done with your mission. To use the Service Elevator, you need to activate it. That's your primary goal in the Lower Mines.

From your entry point **(A)**, grab the Chaingun on your right, then cross the lava pit. Two Technicians will float down from above, so drop them in the lava. Push the switch **(B)** to start the conveyor going. Jump across and ride one of the platforms. Jump off when it reaches the room above.



Follow the hall with the giant drill and **Combat Armor** at the end. The floor will collapse, dropping you into the water below. Swim along the passage until you can climb out at **(C)**. Step behind the large laser and push the switch **(D)** to turn it on. Enter the hole it blasts in the wall for you, but back out quickly—a massive drill will come through from your right and squash you if you aren't quick enough.



Follow the drill and take the passage on the right. Kill the Technicians hovering in the room and cross the walkway. Follow the passage and kill the Gunners that get in your way. At the end of the passage is a circular lift **(E)**. Ride it up and go through the Exit door to return to the Drilling Area.



When you reach the Drilling Area, you'll get a message that the Service Elevator is now accessible. Grab the goodies on the bridge. Follow the corridor and make a Kamikaze run for the elevator that's dead ahead to access the Factory and complete the mission.

MISSION FIVE

Shut down the Strogg
Processing Plant.

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



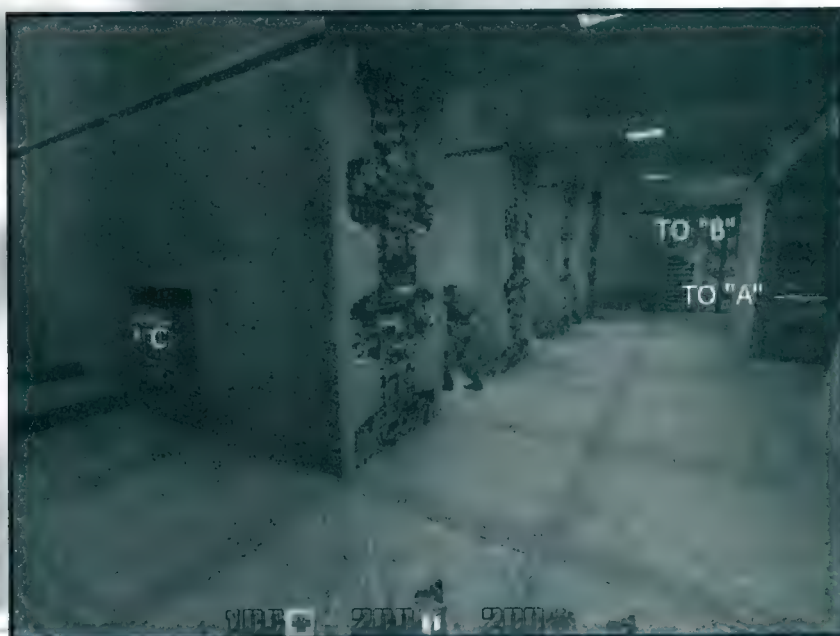
Stage 1:

Receiving Area

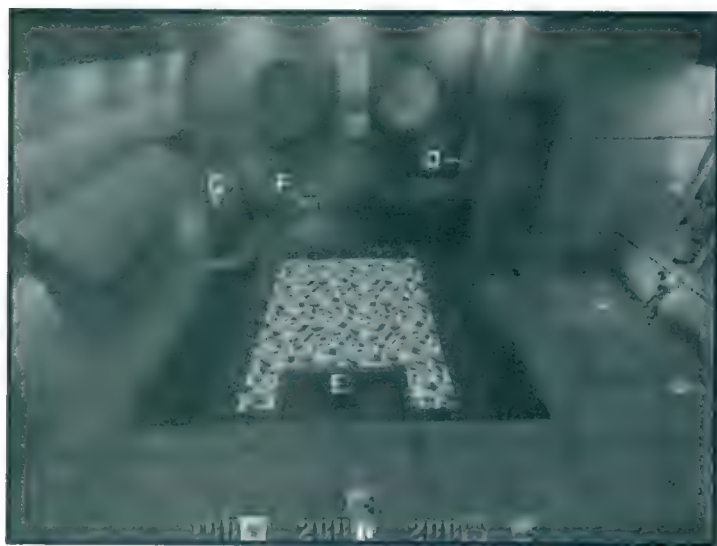
Goal(s):	Find the entrance to the Processing Plant.
Secrets:	3
New Weapons:	None
Mission Items:	None
Enemies:	Berserker, Brains, Gunner, Light Guard, Machine gun Guard, Gladiator

Now that you're inside the Factory, it's time to bring the Strogg production to a halt. Your first order of business is to find the entrance to their Processing Plant. Be on the lookout for plenty of Guards and Gunners between you and the entrance to the plant.

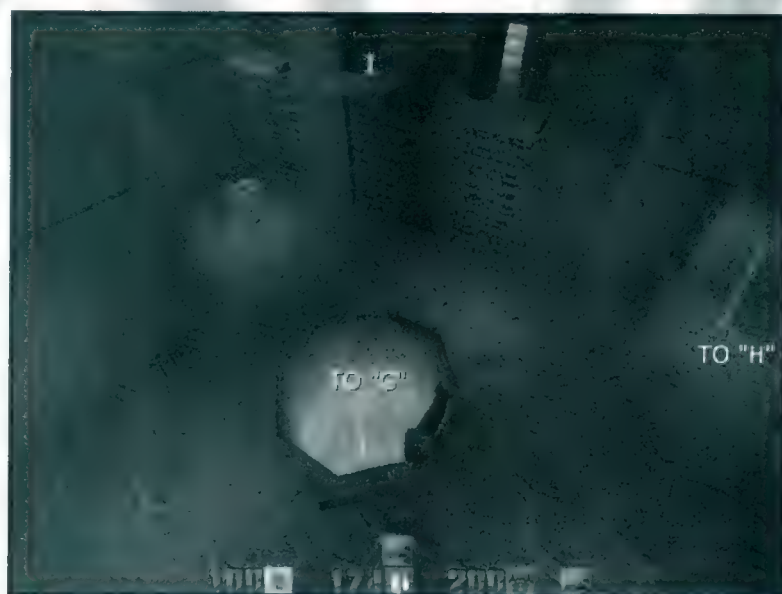
As you enter from the Service Elevator **(A)**, you'll see two Guards ahead. Kill them, then enter the door **(B)** to your right. Destroy the Gunners and Guard here. The bridge over the lava will explode as you near it—so much for quick exits. Return to the room near the start and push the switch **(C)** to open the tube beside it. Drop into the tube and fight the Barracuda Sharks in the water below.



Once you've filleted the sharks, follow the red pipe. Kill the Flyer at the end and drop down on the unsuspecting Guard on the ledge below. Push the switch **(D)** and follow the new walkway to the next platform, where you need to teach a Gunner a quick lesson in weapons use. Push the switch **(E)** and the lava will drain from the pool. Take the stairs down and push the switch **(F)** on the wall, then walk back upstairs and turn right, then right again to ride the lift **(G)**. Jump from **(G)** to the pipe nearby and climb up the ladder.



A Brain will greet you as you get off the ladder. Remember to stay at a safe distance—those tentacles that come from this monster's chest deliver quite a punch. Once he's dead, follow the hall to your right and you'll find your old friend, the Gladiator. Give him a Roman salute and blow his ugly head off. Push the switch **(H)** behind his corpse and several platforms (back where you climbed the ladder) will start moving up and down. Step onto the middle one and grab the **Jacket Armor (I)** as you drop into the room below.



Face the green wall panel on your right and look to your left. Push on the second panel to reveal a **SECRET AREA** with some goodies inside. Get what you need and leave. Open the door **(J)** and run across the walkway beyond it. Watch out for the Berserker hiding in the alcove on your right as you leave the walkway—kill him and get the **Rockets** behind him. Push the switch **(K)**, and the doors will open. Step through them and you'll see that you're back near **(C)** and the lasers that were blocking the doorways are deactivated.

Take either hallway and kill the Gunner patrolling the area outside. Once he's dead, jump into the water below and walk toward the opening in the wall to find a **SECRET AREA**. Inside, grab the **Railgun (L)** and walk up the ramp that drops down when you get it. When you come up the ramp you'll be greeted by a parasite.



Head down the hall and walk through the door **(B)** at the end. There is a new bridge across the lava, so walk across and drop down through the grating in the middle. In the room below, follow the corridor to the lift **(M)** in the corner and ride it up. Shoot the exploding boxes to get out of the hallway. Get the **Quad Damage (N)** powerup and walk to the end of the hall, where you'll find the entrance to the Processing Plant **(O)**. Enter it to continue the mission.



Stage 2:

Processing Plant

Goal(s): Shutdown all five machines in the Processing Plant.

Secrets: 3

New Weapons: None

Mission Items: None

Enemies: Berserker, Gunner, Light Guard, Machine gun Guard, Gladiator, Tank, Flyer, Enforcer

Your goal here is straightforward: Find all five machines inside the Processing Plant and shut them down. This area isn't for the squeamish—you'll see Marines being mangled in some very inventive ways until you put a stop to it.

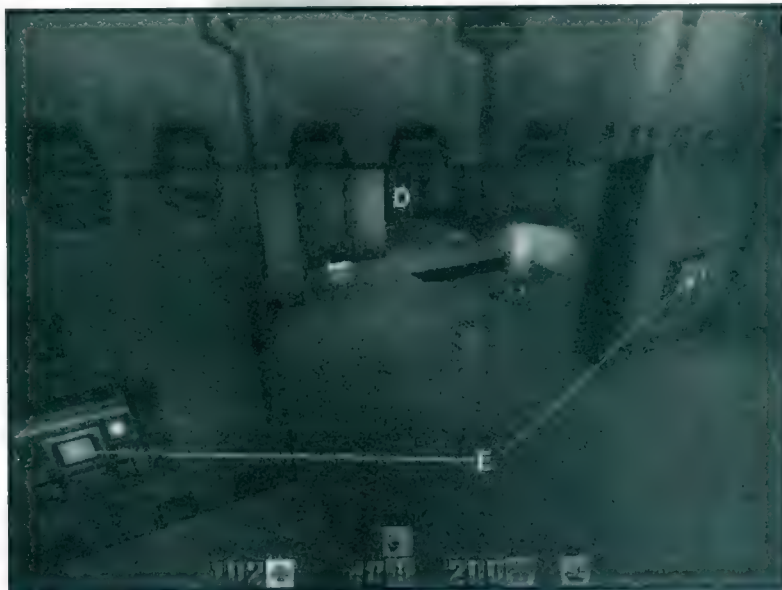
From the start **(A)**, kill the Guards waiting for you and walk up the stairs ahead. Kill the Gunners waiting at the top, then push the switch **(B)** on the platform above to deactivate the lasers on the lower level.

Walk back downstairs and enter the now-open passage **(C)**.



In the room around the corner, the floor in the center of the room will blow up and a Tank will rise from the floor. Pour it on him, as well as the Guards on the ledges above you. Take a look at the two lifts (D) on your right. Time your jump to catch one going up, and jump on to reach the ledge above. Kill the Gunner ahead, and push the two switches (E) to open the doors behind him. Before you enter the door,

loop up at the ceiling in the diamond-shaped area in the archway between them. Shoot the red switch above to open a **Secret Area** out on the landing that has some **Adrenaline** inside.

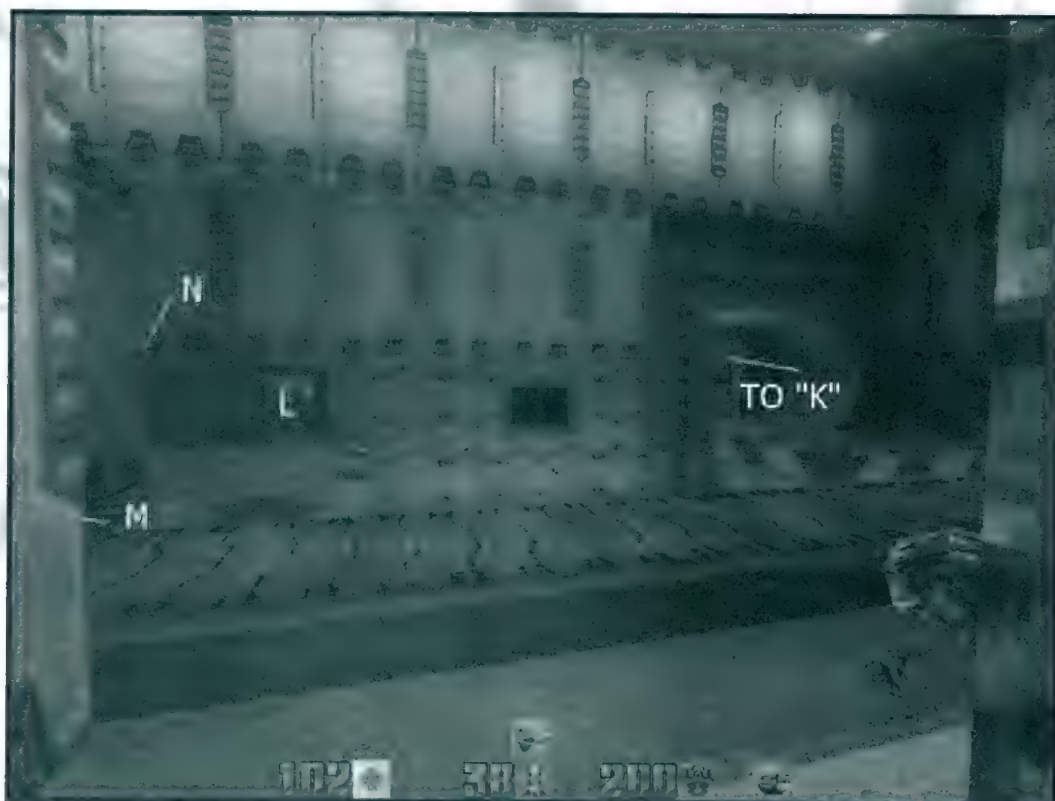


Go through the doorway and kill the Guard on the platform around the corner. At the end of the platform near the doors you just came through, drop off the end of the platform and land on the platform below, or jump out of the fluid quickly to get a Quad Damage power up in a **Secret Area**. Push the switch at the end of the passage to get back to the platform. Push the switch (F) on the platform to deactivate the Organic Matter Liquefier. Kill the Gladiator near the next two doors, then open the doors and enter the next chamber. Walk down the stairs and shoot the cracked glass panels (G) to find a few items and a few more Gunners to kill. Walk around the left side of the structure in the center of the room and get the **Rockets** (H). Push the switch (I) to turn off the Strogg Bio Assimilation Tank. Ride the lift (J) up to the upper level.





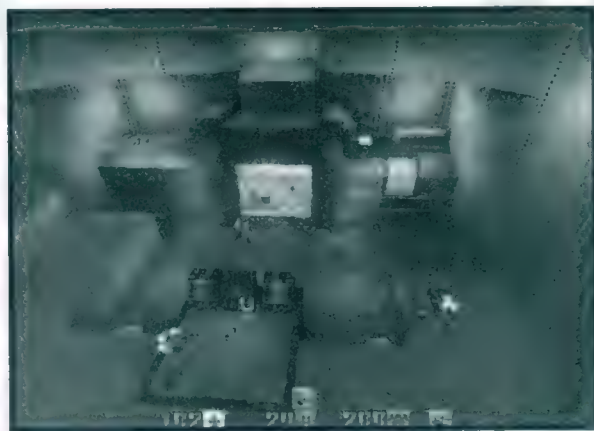
A new passage (**K**) has opened on the other end of the ledge. Enter it and fight the Gunner inside. Walk downstairs and enter the room below. Kill the Guards in the alcoves across from you, then jump over the conveyor belt to their side. Now turn and make the jump back toward the switch (**L**) on the wall. Push it to turn off the Bioactivation machine. Get the **Bandolier** on your right (**M**) to score a **SECRET AREA**.



Ride the lift (**N**) up and smack the two Gunners above you. Open the door around the corner and take out the Parasite and Gunner in the next room. Ride the lift up and push the switch (**P**) to deactivate the Ionization Catalyst Chamber. Leave the room through a new exit (**Q**) and kill the Enforcers to reach the platform with the switch (**R**) on it. Push the switch to turn off the Emulsifying Flesh Press.



Walk around the corner and step onto the lift at the end of the corridor. At the top, kill the Enforcer standing guard and turn right. Deactivate the Bio-Compression Chamber in the room ahead by pushing the switch (**S**) after you've killed the Guards surrounding it. Walk back out the door where you entered and kill the Gunner waiting for you. Walk down the hall and jump across the gib stew that Marines are being fed to. Open the doors (**T**) and continue into the next room. Push the switch (**U**) to turn off the Enemy Processing Unit.



Follow the hall behind the switch and ride the elevator downstairs. Push the switch (V) to open the doors and return to the start. Leave the Processing Plant and return to the Receiving Area.



MISSION FIVE

Stage 3: Receiving Center

Goal(s): Find the entrance to the Power Station.

Secrets: 1

New Weapons: None

Mission Items: None

Enemies: Berserker, Gunner, Light Guard, Machine gun Guard, Gladiator, Icarus, Enforcer

Your Primary Objective is complete, so all that remains is for you to find the Strogg Power Station and get your new mission orders.

As you enter the Receiving Center (O), blast the Gladiator ahead of you, then look to your right. Step onto the closest moving platform (P) and wait for the other one to get into position so you can cross.

Once across, enter the doors on your right and ground the two Icarus and the Enforcer inside. Walk back outside the structure and shoot the switch (Q) on the second support from the end, which opens the structure to reveal a **SECRET AREA** with **Ammo** and **Health** inside. Grab the goods and go through the Exit (R).



MISSION SIX

Infiltrate and destroy the
Strogg Main Reactor.

U.S. MARINE CORPS 25-METER
ZEROING PROCEDURES



Stage 1:

Power Plant

Goal(s): Find the Reactor and expose the Reactor Core.

Secrets: 2

New Weapons: BFG

Mission Items: Red Key Card

Enemies: Berserker, Gladiator, Iron Maiden, Boss 1

Your target in this mission is the Strogg power source, the Main Reactor. The deeper you go into the Power Plant, the tougher it gets, so save your game often as you proceed.

From your entry point **(A)**, drop down into the courtyard below and get the **Red Keycard (B)**, then quickly run around the left side of the central structure.

You're trying to avoid a battle with the Boss from Mission 3—remember him? Big, ugly, huge treads for feet? Avoid fighting him and jump down the hole **(C)** with the ladder in it and grab the **Body Armor** below.



As you enter the room ahead, two Iron Maidens appear. Kill them, then blast the barrels in the corner (D) to blow a hole in the wall that leads to a **SECRET AREA**. Before entering it, take a look on the stairs for a flickering blue light. Shoot it to open a **SECRET AREA** containing some **Adrenaline** and **Medkits**. Enter the hole in the wall. Ride the lift inside, and kill the Gladiator guarding a **BFG** (Oh, Yes!).

You can shortcut things a bit from here. Jump out the center window to the platform (E), then open the door (F) to Exit to the Reactor.



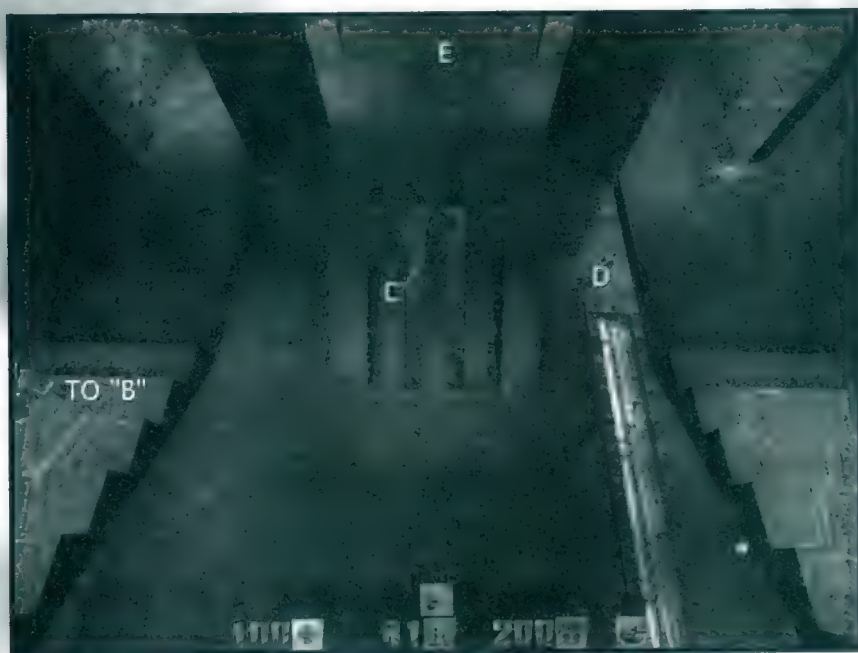
Stage 2:

The Reactor

Goal(s):	Find the Reactor and expose the Reactor Core.
Secrets:	1
New Weapons:	None
Mission Items:	Data CD
Enemies:	Berserker, Gunner, Gladiator, Iron Maiden, Flyer

After making your way through the Power Station, it's time to take out the Reactor. This area is heavily patrolled, so keep an eye out for health and ammo—you'll wish you had more before it's over.

From your entry point **(A)**, kill the two Berserkers and turn left. Cross the ledge and enter the red door **(B)** once you've killed the Gladiator in your way. There are four Berserkers on the ledges surrounding the lower level and two Iron Maidens on the lower level itself. Get busy and blow them all away. Once the Iron Maidens are dead, you'll be able to get the **Data CD (C)**. Get it and the **Hyperblaster (D)** in the corner and kill the Gladiator released from the hole in the wall on your right. Two more Iron Maidens and some **Body Armor** have appeared above you **(E)**, so blast them and take the armor.





Return to the upper level, and walk past the red door **(B)**. Cross the ledge to the other side of the room and open the door **(F)** by using the Data CD. Kill the Gladiators in the room beyond the door and get the **Railgun (G)** in the corner. To make it past the blue laser beams, crouch down and walk through. Be prepared to fight Gunners on the other side. Ride the lift **(H)** up to the ledge around the room and walk around to the hallway **(I)**. Watch for Flyers above you as you walk around. Enter the hallway and turn left. Use your Railgun to nail the Gladiator waiting at the end of the corridor. Once he's dead, push the switch behind him to lower the elevator.



Follow the corridor on your left and open the door at the end to find the Reactor (**J**). Push the switch (**K**) to release the Reactor Core locks. Enter a passage lined with yellow lights and walk around the map console to the back side. Shoot the metal panel on the back side and climb the ladder that is revealed to reach this level's only **SECRET AREA** - some **Adrenaline** and **Armor Shards**. Return to the reactor core. Climb down to the floor and enter the passage behind on your left. The Exit (**L**) will take you to the Cooling Facility, your next stop.



Stage 3:

Cooling Facility

Goal(s): Activate cooling pump to lower coolant around the Reactor.

Secrets: 3

New Weapons: None

Mission Items: None

Enemies: Berserker, Gunner, Gladiator, Iron Maiden

With the Core locks down, the Reactor is vulnerable to changes in temperature. If you can lower the coolant level, you can start the process of destroying the Reactor.

The room you enter (**A**) is empty. Stock up on the items here, then drop down the pipe. Take out the

Gunners and Gladiator in the courtyard ahead, then push the switch **(B)** to cause a portion of the floor to slide back. Drop down the hole created **(C)** and walk on the ledge to collect some **Armor Shards** and other goodies, then walk downstream along the left-hand ledge. Just after the stream slopes downhill, you'll see a ladder **(D)** on your left. Climb down it to find a **SECERT AREA (E)** with some **Adrenaline** inside, as well as some **Medkits** and **Ammo**.



MISSION SIX



U.S. MARINE CORPS 25th MECH INF

Float downstream and kill the Iron Maidens flanking the stream by lobbing grenades at them and causing the barrels to explode. Hop out of the water and get the **Hyperblaster (F)**, then jump back in. There are two lifts **(G)** in the room at the end of the stream. Ride either one up to the top. Follow the walkway around to the right until you can go no further. Drop onto the small ledge below and to the right. Follow the ledge and jump over the stream below. Keep going and you'll find a **SECRET STASH** of **Megahealth**.

Jump into the water below and ride the lift to the top again. Enter the passage in the wall once the Berserker lurking up there is dead. Kill the Gunners in the corridor, then drop into the water on your right to find some **Grenades**. Continue down the corridor and open the door at the end.



Kill the Iron Maiden and Gunner in the room with the cooling pump inside, then turn the valve **(H)** on the side of the pump. Climb the crates behind the pump and step onto it as it lowers. Step out onto the ledge at the top and look to your left, where you'll see a ledge you can jump to. Jump over to it and push the switch **(I)** on the wall to complete the sequence by lowering the coolant around the Reactor. Before you leave the room, collect the **Quad Damage** powerup, **Body Armor**, and **Railgun** from the **SECRET AREA** behind the hole in the wall **(J)** near the crates downstairs.



After you slide down the second water slide, ride the lifts up to the surrounding walkway. Go to your right (clockwise) until you reach the end of the walkway. Look down and you'll see a narrow ledge. Jump to it. Now move counterclockwise on the ledge (you'll have to jump across the water slide). You'll find a megahealth in the shadows on the far side.

To return to the Reactor, climb back up to the ledge and stand on top of the piston near the walkway above. Jump up to the walkway and ride the lift **(L)** up to the courtyard above. Cross the courtyard and follow the stream until it dead ends. Jump out and kill the Gunners on guard. Walk down the ramp and drop into the hole **(M)** to find the Exit **(N)**.



Stage 4:

Toxic Dump

Goal(s):	Go to Toxic Waste Dump and activate Pumping Stations One and Two.
Secrets:	2
New Weapons:	None
Mission Items:	None
Enemies:	Machine gun Guard, Berserker, Gunner, Iron Maiden, Tank, Gladiator

Your next destination is the Toxic Waste Dump, where you need to get the Pumping Stations going to pump toxic waste into the Reactor, hastening its destruction.

You re-enter the Reactor complex at **(L)**. Make your way to the Toxic Waste Dump entrance **(M)** by returning through the tunnel near the Reactor and following the walkway you used before. When you come to a wall with a map of the complex **(N)**, turn right and jump down to access the pipes outside the entrance. The entrance is inside these pipes.



Follow the walkway from your entry point **(A)** and kill the Berserker that rushes you. Kill the Guards in the first room you come to. Walk out to the open area and kill the Gunner and Iron Maiden waiting for you. Ride the lift **(B)** up to the ledge above and get the **Grenade Launcher (C)** near the door at the end of the ledge. Enter the door and kill the Guards in the room beyond.



Blow up the barrels on the stairs and walk up to kill the Iron Maiden, Guards, and Tank between you and the lift **(D)**. Once they're all dead, ride the lift up. Use the ledges to reach the **Combat Armor** and **Heavy Ammo Pack**, then follow the corridor and open the door at the end.



Get the enviro suit near the dead marine. Turn around and at the intersection, take the left turn. Go down the hall and around the corner as far as you can go. Activate enviro suit and go slimey-dipping straight ahead. Swim down and grab the goodies in the first secret, (includes an invulnerability). Swim through the submerged corridors and then up in the next chamber. You'll come up near the point where you picked up the suit. Go straight down the slime channel until you can only turn right. Go right, and down the slime slide. Follow this to the end to find the message. If you've moved quickly and not made mistakes, your enviro will wear off just about now.

Kill the Gunner and Iron Maidens along the walkway ahead and get the **Railgun (E)**. Around the corner a Gladiator is waiting for you, as well as more Gunners in the hallway ahead. Kill the Gladiator, then turn left twice to face another Gladiator. Kill him and shoot the barrels nearby to blow a hole in the bars. Step inside and push the switch on the wall to gain access to Pumping Station One. Before you jump down, get the **Environment Suit** at the end of the hall outside. Jump down into the hole and exit to the Pumping Station through the door below.



Stage 5:

Pumping Stations One & Two

Goal(s): Activate the Pumping Station.

Secrets: 4

New Weapons: None

Mission Items: Blue Key Card

Enemies: Machine gun Guard, Berserker, Gunner, Iron Maiden, Tank, Gladiator

This short segment of your mission will take you to both Pumping Stations, which are heavily guarded by Gunners and Gladiators, as well as large forces of Guards. Once you have activated both Pumping Stations, return to the Toxic Waste Dump.

Kill the Gunners on patrol in the halls near the entrance **(A)** and follow either corridor to a room with a Gladiator inside. Kill him and take the items from behind the crates and walk up the steps. Take care of the Gunners in the room, then ride the lift up and do the same to the Guards upstairs. Walk up the ramp and kill the Berserkers ahead. There's a **Grenade Launcher (B)** on top of the crates. Get it, and then shoot the pipe with the crack in it. Jump in and you'll float downstream. Climb the stairs at the end of your ride and use the lift to find some **Adrenaline** above you. Jump into the hole in the pipe below, and you'll surface in an open area downstream. Shoot the underwater grating, then climb out of the water and get the **BFG** on the ledge to your right. Shoot the grating high on the structure above, then grab the **Quad Damage** from the passage that opens up. Kill the Gladiator that comes from the door near the BFG. Open the door and follow the hallway back to the area where you found the cracked pipe. Before you jump down, grab the row of **Health** and **Combat Armor** located at the other end of the ledge. Continue to follow the walkway.



There's another Secret you can get from atop the same crates you got the Grenade Launcher from. Shoot the pulsating light behind you after you get the Launcher. A crate on your left will explode, revealing some **Adrenaline**. Jump on top of the barrels, and then to the crate to get it. If the barrels are gone, then you'll have to rocket jump up there to get it. Jump down and continue following the hallway.

Kill the Gladiator and Gunner near the crates ahead, then enter the pump room on your right. Push the switch **(C)** to activate the Pumping Station. Exit through the door **(D)** near the pumps to go to Pumping Station Two.



Once inside Pumping Station Two (A), follow the corridor, killing the Gunners and Gladiators on patrol. Follow the walkway until you can look down to your right and see a **BFG (B)** below. Jump down and get it. If you think it's worth it, there's an **Adrenaline Pack** at the end of the slime stream near the BFG in a **SECRET AREA**. In the side of the large pipe, there's a secret door with an **Invulnerability** powerup inside. Work your way back up the walkway until you reach a lift (C). Ride it up and kill the Gunners between you and the **Blue Keycard (D)**. Get the Keycard and jump down into the pump room. Activate the switch on the wall, then leave the room through the door.



Near the Blue Keycard door there's a symbol on the wall. Shoot it to get some **Body Armor**. Open the Blue Keycard door when you get to it and kill the Gunner beyond. Take a sharp right and get the **Environment Suit** in the room below. If your Armor needs replenishing, swim down the slime along the wall and jump into the pipe to find some more **Body Armor**. Walk back up and dive into the slime ahead to find a **Quad Damage (I)** powerup. Return to the Toxic Waste Dump through the door across the slime pool.



Stage 6:

Toxic Waste Dump/ The Reactor

Goal(s):	Return to the Reactor and complete the mission by heading for the Big Gun.
Secrets:	None
New Weapons:	None
Mission Items:	None
Enemies:	Berserker, Gunner, Iron Maiden, Tank, Gladiator

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What you need to do here is return the way you came so you can reach the Reactor Core, which is already breaking down. To complete your mission, find the entrance to Big Gun and enter it to finish what you've started.

From Toxic Waste Dump, make your way back through the level and find the door **(J)** that leads you back to the Reactor. When you're in the Reactor complex, notice that you've pumped toxic slime through-out the installation. The slime is already destroying the Reactor.



Work your way to the Reactor Core below **(K)** and use the lift **(M)** to access the ruined door that leads to Big Gun.

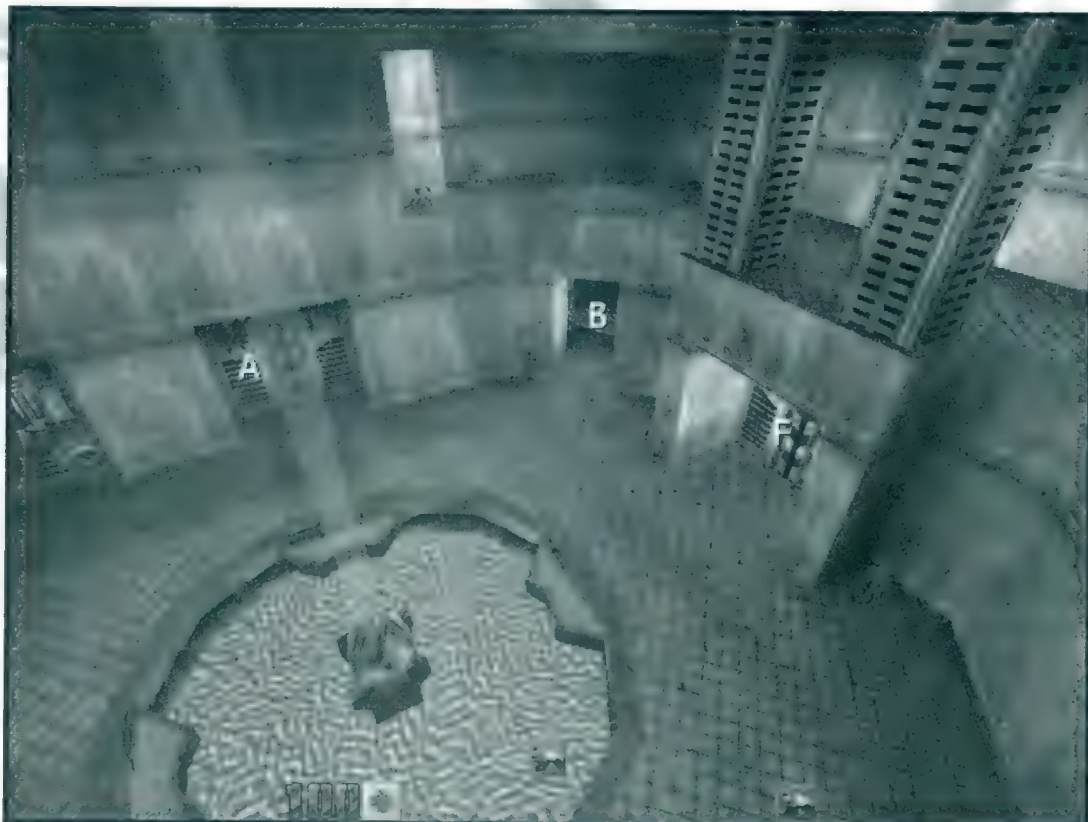


Stage 7:

Big Gun

Goal(s):	Destroy the Big Gun.
Secrets:	None
New Weapons:	None
Mission Items:	None
Enemies:	Boss 2, Machine gun Guard, Flyer

You should remember the Big Gun; you saw it as your pod crash-landed—now it's payback time! Take out the Big Gun and save our fleet from bombardment.



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Collect the **Combat Armor**, **Ammo**, and **Health** near your entry point **(A)**. Open the doors ahead and turn left. Ride the lift **(B)** upstairs and step between the pillars. This will make the Boss appear below. This flying monstrosity has a devastating Rocket attack, so don't give him the chance to use it. You can keep him pinned down by using your own Rocket and Railgun, firing from across the room. By keeping some distance between yourself and the Boss, you shouldn't have a problem finishing him off. However, because he can fly, you might have to vacate the ledge. Also, if you have four BFG shots, finish him with a blast!



After defeating the Boss, open the silver door and make your way down the ramp to the right. Take the lift up to the next level, then push the switch **(E)** to lock down the Laser Guard, which ensures the destruction of the Big Gun. You have 10 seconds to get out, so return to the room the Big Gun is in and enter the Exit door **(F)**. Now run down the corridor and jump into the escape pod before the place blows sky high!

MISSION SEVEN

Close the Main Hangar's bay door
and destroy the Black Hole generator.

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ZEROING PROCEDURES



Stage 1:

Outer Hangar

Goal(s): Find a way into the main hangar bay installation.

Secrets: 3

New Weapons: None

Mission Items: None

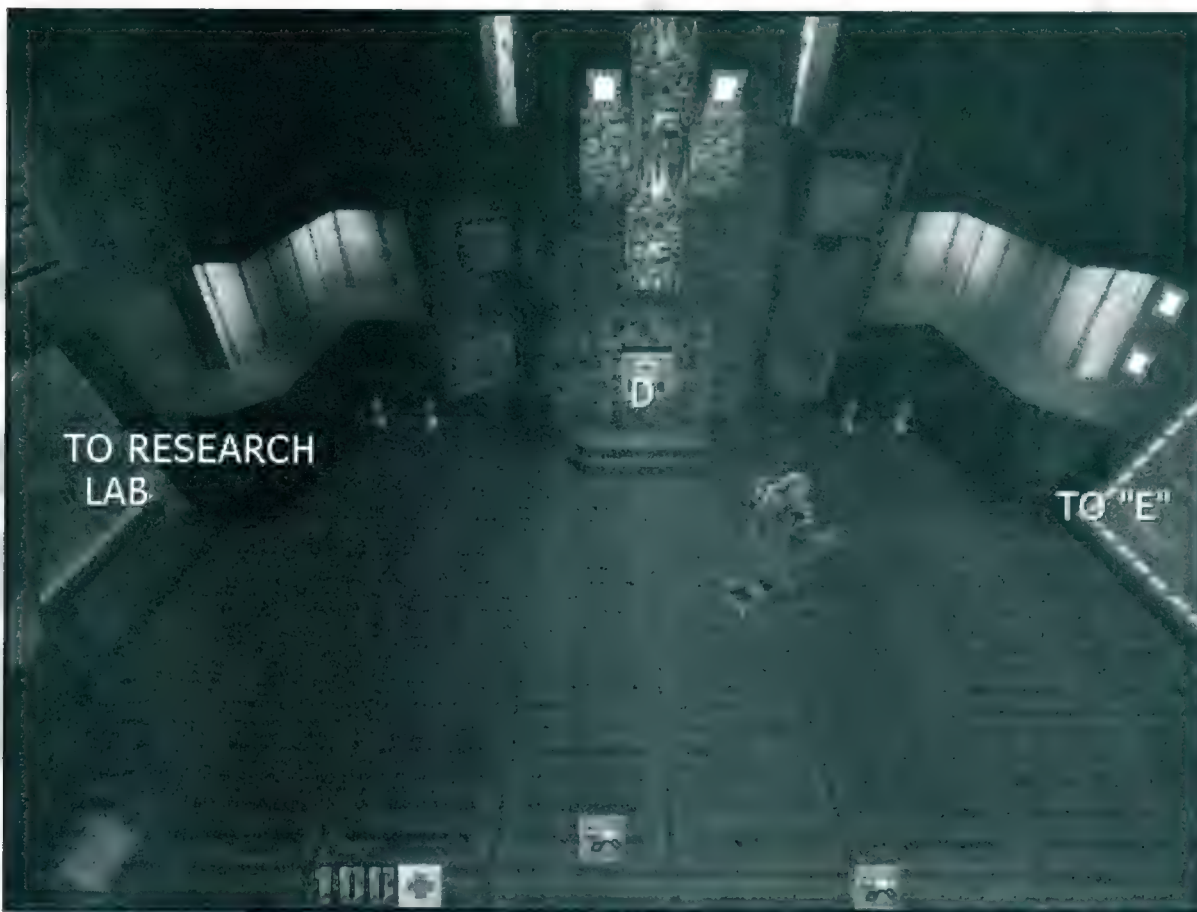
Enemies: Gunner, Icarus, Enforcer, Tank

You've taken out the Big Gun and now it's time to stop the Strogg from launching attacks on Earth. If you can shut down their Black Hole generator, Earth will be safe... of course, you will be trapped on Stroggos with millions of angry Strogg, all screaming for your blood.



Snag the **Rocket Launcher** behind your entry point **(A)** and drop down the elevator shaft **(B)** to the room below. Kill the Enforcers and the Gunner, and then grab the **Rebreather** located across the room. There's some **Combat Armor** and **Medkits** outside the door, so open it up and grab them, then come back into the room. Jump over the pipe on your right to snag a **secret** stash of Adrenaline. Dive into the water outside and swim down to the rotating turbine on your right. Blow up the fuse to stop the fan. Now swim up and into the pipe. At the end of it, you'll find a **SECRET AREA** and the entrance to a Secret Level, Comm Satellite. Complete the Secret Level (refer to **Page 160** for a walkthrough). Once you're back, ride the elevator back upstairs. Open the door ahead, blast the Gunner and the two Icarus outside, and then step on the floor switch **(B)** to extend the bridge across to the main structure. But beware—inside the main structure are several Enforcers who are waiting to greet you.

If you can get their attention and they see you, they'll kill each other with friendly fire. When the smoke clears, enter the room to your right and battle the Tank inside. When he's dead, push the switch **(C)** to deactivate the force field over the doorway to your right. Before you enter it, you need to check out the Research Lab. Turn over to the next walkthrough to complete that level, then return here to finish this Stage.



There are two Enforcers in the storage room beyond the doorway, so take them out. You can now enter the main hangar bay installation through the door **(D)** ahead.

Stage 2:

Research Lab

Goal(s): Locate the Repair Facility and steal the Commander's head.

Secrets: 1

New Weapons: None

Mission Items: Blue Key Card

Enemies: Parasite, Iron Maiden, Brains, Medic

From your entry point, jump down and push the keyboard to open the door across the room. Kill the Parasites beyond the door, then get the **Grenade Launcher** in the corridor behind them. Continue down the hall to your left and enter the door **(C)** to the left of the Testing sign. Kill the two Iron Maidens and continue around the corner and enter the door **(D)**. Don't bother pushing on any of the keyboards on the platform—you'll only help them torture the Marines imprisoned here.



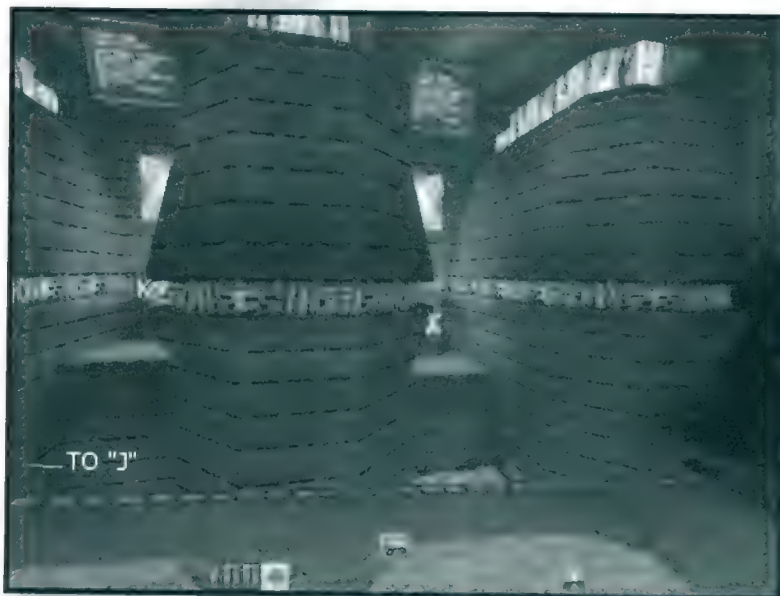
Kill the two Parasites in the hall around the corner and open the next door. Wipe out the Brains around the corner, then press the keyboard **(E)** to get the **Blue Keycard (F)**. Return to the area outside Testing, and enter the Research door.



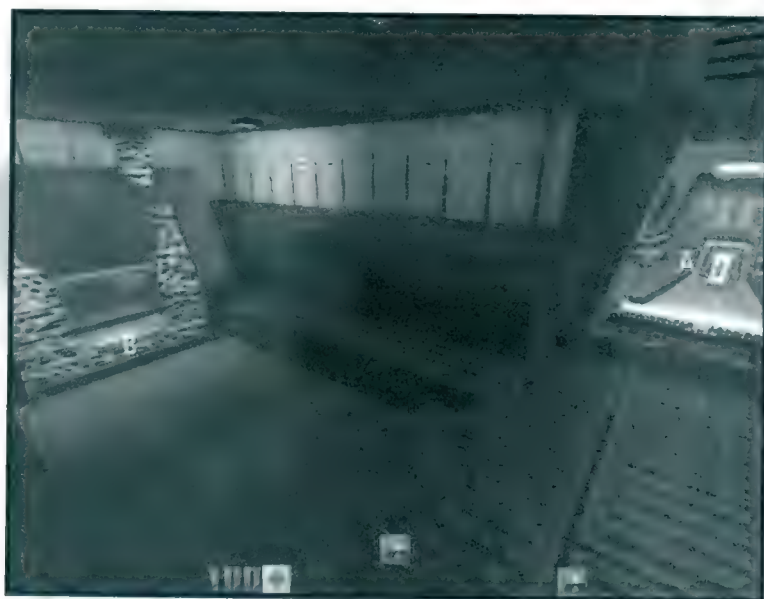
Inside, kill the Parasites and the Medic waiting for you. Open the Blue Keycard door **(G)** and push the switch **(H)** to ride an elevator to the lower level. Kill the Brains in the corridor ahead. Hug the left wall and **stay to your left** until you can see the panel that activates the Maintenance Bridge. Stay to your left again as you leave the area, and follow the corridor around. Nail the three Brains at the end of the hall, then follow the corridor and open the door **(J)**.



Shoot out the bars near the bridge to find a **SECRET AREA** with a **Quad Damage** powerup and some **Slugs** inside. Cross the Maintenance Bridge, but look to your left as you do. Jump across and hit the two switches **(K)** in the alcoves in the wall. This will deactivate the force fields. Open the red door **(L)** at the other end of the bridge, and follow the corridor. Open the door at the end and walk around the corner, through the next door, and onto the elevator **(M)**.



Return to the Blue Keycard door and enter the door **(N)** that was blocked by a force field earlier. Follow the corridor, and you'll find the Commander's Head. Get it and return to the Outer Hangar via the door at **(A)**.



Stage 3:

Inner Hangar

Goal(s):	Locate Hangar Control and close main hangar bay door.
Secrets:	5
New Weapons:	None
Mission Items:	None
Enemies:	Gunner, Icarus

As you enter at **(A)**, turn left and shoot the Gunner patrolling the ledge with a Rocket. This will blow a hole in the wall, revealing a **SECRET AREA** on your left that has **Adrenaline (B)** inside. Collect the other goodies up here, including the **Bandolier** and **Energy Cells**. Take either set of stairs down and fight the Gunner and two Brains waiting below. Once they're in puddles, climb the stack of crates on your right and jump to the ledge above, where you'll find some **Slugs, Bullets**, and a **Mega Health** powerup. Kill the Gunner that appears when you grab the Mega, and jump down to the floor below. Open the door **(C)** and the one behind it.



Drop down onto the turbine below—you'll be blown up to the upper level by its force. Kill the two Icarus and the Gunner standing guard, then push the keyboard **(D)** to shut down the turbine. Grab the **Combat Armor**, then jump back down the shaft and enter the doorway on the turbine level.



Kill the Gunner in the room around the corner, then push the switch **(E)** on the wall to roll the conveyor belts away. Another Gunner will attack from an alcove behind you after you hit the switch, so feed him some Rockets to quiet him down. Drop through one of the new openings and collect the items on the ledges before diving in to the ultra-blue water below.

In the next room, shoot the Berserker in the water, then turn and nail the Gunner above and to your right. Fire a Rocket at the side of the container on your left to blow it up, revealing a **Quad Damage (F)** powerup.

NOTE:

There's a lift (G) in the corner of the hallway behind the stairs across the room that will take you back to the warehouse outside the building.



Enter the next room and kill the Icarus near the ceiling. Jump on the moving platform and wait for the next one to come to meet you, then jump to it. Kill the two Icarus and the Gunner across the room, then hit the switch **(H)** in the alcove across the room to cause the other platform here to start moving, as well. Jump into the water and swim toward the other ledge. Dive underwater and swim to your left to find a **SECRET AREA (I)** with some **Body Armor** and a **Medkit** inside. In the opposite corner **(J)**, you'll find some dead Marines and a **Bandolier**. Swim back up to the surface and use the ladder to get onto the ledge near **(H)** so you can jump to the platform. Jump to the next one when they line up, then jump to the ledge and hit the switch **(K)**.



The switch lowers a walkway **(L)** and some platforms along the wall. Jump to the platforms using the nearest platform as an intermediary step, then jump to the walkway. Jump into the pipe above, then drop down onto the gears in the room below. Jump to get the **Power Shield (M)** in the alcove, then cross the gears to reach the landing above the steps **(N)**. Kill the Gunners and Icarus in the area behind the landing, and keep going until you come to a dead end overlooking another pool.



Jump down to the landing below and step on the floor switch (**O**) to extend a bridge above you. Jump off the end of the landing and swim underneath it to find a **SECRET AREA** with some **Adrenaline (P)** inside. Climb back onto the landing and enter the doorway. Kill the Gunner inside and get the **Combat Armor (Q)** before pushing the switch (**R**) in the corner. The switch lowers a ladder that you can climb up. Use it, then cross the bridge and turn left.



Push the switch (**S**) to lower the lift. Ready your Railgun (or other suitable one-shot killer) and ride the lift up. Kill the Gunner who is almost on top of you, then kill the one around the corner, as well. Push the switch (**T**) to close the main hangar bay door above you. Enter the door (**U**) to your right, but shoot the wall on the left to reveal a **SECRET STASH** of **Combat Armor**.



Kill the Brains and Gunners beyond the door and search the area for some **Slugs** and **Medkits**. Around the corner is the elevator that will take you to the surface.

Stage 4:

Launch Command

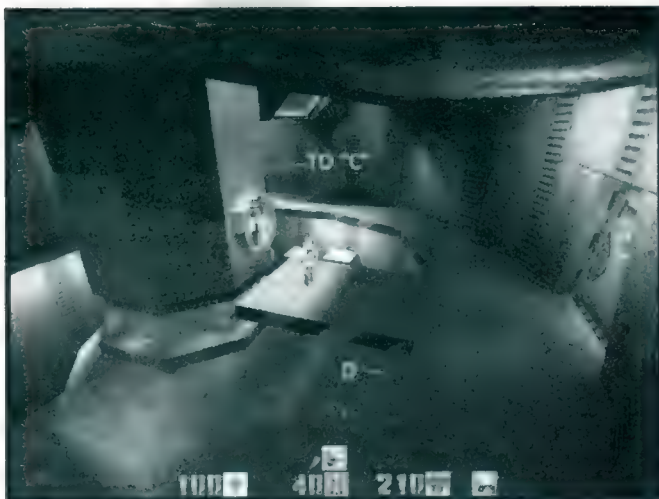
Goal(s):	Shut off the coolant to the CPU Core.
Secrets:	2
New Weapons:	None
Mission Items:	None
Enemies:	Gunner, Tank, Technician, Iron Maiden

Now that you've closed the hangar bay door, the second half of the mission calls for you to shut down the Black Hole generator. This is the most crucial part of your mission, and the areas you must visit are the most heavily guarded yet.

When you reach the surface, step out of the elevator **(A)** and get the items on the ground across from you. If you know how to rocket jump, jump to the platform under the Black hole generator and cross it to find a **SECRET AREA** with a **BFG**, **Cells**, **Rockets**, **Bullets**, and **Health**. Enter the doorway **(B)** and kill the Gunner in the hallway beyond the door. Open the next door and enter the center of the structure. There are Iron Maidens guarding the doors on either side, so kill them both now and enter the door **(C)** on your right.



There are two Tanks just inside the door, but rather than wasting time killing them both, try blasting one with a Rocket so they move, then blow right by and kill the two Gunners guarding the door **(D)** across the room. Open it and ride the lift inside upstairs. There's another Iron Maiden dead ahead beyond the door upstairs, as well as a Gladiator. Kill the Maiden, push the wheel **(E)** behind her, and jump down, avoiding the Gladiator's fire. Escape through the door into the hall before the Tanks catch up with you. Repeat the exact same procedure in the room on the other side, but don't jump down.



Once you've turned the wheel, walk along the ledge and open the door. Work your way around the circle, killing the Tanks and Technicians in the alcoves. Once the area is clear, enter the door with the tube of water over it. Take either lift upstairs and push the wheel above. Kill the Technicians hovering around up there, then repeat this on the other side. When you see the message, "The Sequence has been completed," head for the door, then enter the Launch Systems door **(I)**. Destroy the computers inside, killing the Guards in the process. Behind the left-hand bank of computers, there's a **Power Shield (J)**. Get it and leave the room, returning through to reach the Exit **(K)**. Before you exit, shoot out the glass on your left and swim down to find a **SECRET AREA** with some **Ammo** inside.



Stage 5: Outlands

Goal(s): Retrieve the Airstrike Marker.

Secrets: None

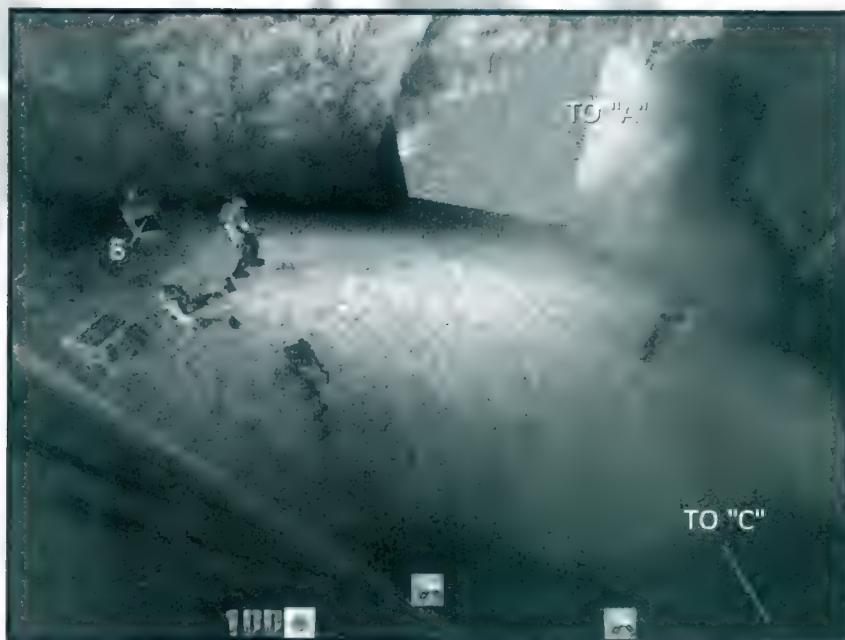
New Weapons: None

Mission Items: Airstrike Marker

Enemies: Machine gun Guard, Enforcer, Shotgun Guard, Gunner, Flyer

Now that the Black Hole generator is history, it's up to you to find the Airstrike Marker, and place it so that your forces can wipe out the entire complex. This area is full of Guards and Enforcers, so watch your back at all times.

From your entry point **(A)**, walk down the stairs and kill the Guards on your left, then walk around to your right and cross the bridge. Blow away the Guards ahead and continue following the path. Don't jump in the water yet, just follow the path around until you can see the **Airstrike Marker (B)** on your right. Get it, then continue the way you were going.



Place the Airstrike Marker in the blue niche in the Fuel Pod ahead **(C)**. Now run back under the cliffs and wait for the Airstrike to destroy the target. Enter the doorway near the ruined Pod and head for the Exit **(D)**.



MISSION EIGHT

Neutralize the Strogg Leader's
Communication System.

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REBONDING PROCEDURES



Stage 1:

Outer Courts

Goal(s): Find a functioning Data Spinner in the Outer Courts.

Secrets: 4

New Weapons: None

Mission Items: Data Spinner

Enemies: Icarus, Gladiator, Machine gun Guard, Tank Commander, Shotgun Guard, Medic

You're getting closer to your final confrontation with the Strogg Commander, the Makron. Before you get there, take out his communications systems to effectively shut down the Strogg Military.

From your entry point **(A)** open the doors and walk outside. Kill the two Icarus flying around, then jump down to the lower terrace and enter the dark tunnel on your right with Hyperblaster blazing—there are several Machine gun Guards inside, as well as a Gladiator. Grab the goodies and shoot the wall to find a **SECRET AREA (B)** where you'll find some **Energy Armor**. Return to the courtyard. As you approach the main door of the Outer Courts, a gate will slam down barring your way.



To get inside, you need to open the gate. Walk up the hill, hugging the right wall. At the top, you'll see a ledge that climbs up above the entrance to the Outer Courts. Walk along it, then drop down onto the ledge over the entrance. Step on the floor switch **(C)** to re-open the gate. Keep following the grassy ledge around and above the door to **(A)**. Push the switch **(D)** above the door to open a secret door inside. Drop down and walk inside past **(A)** to find the **SECRET AREA (E)**—it contains plenty of ammo and powerups. Don't miss the **Adrenaline** located down the narrow ledge.



Now enter the Outer Courts staying to one of the sides to avoid falling in the lava when the bridge opens. Kill the Guard and Gladiator just inside the entrance and the Tank down the walkway. Before you continue, backtrack to the courtyard you started in. Two Medics are headed your way from their chamber above. Kill them and grab the **Health** inside their chamber above the switch **(D)**. Go back to where you killed the Tank. As you walk down the ramp on your right, a door **(F)** behind you will open that has several Guards inside.

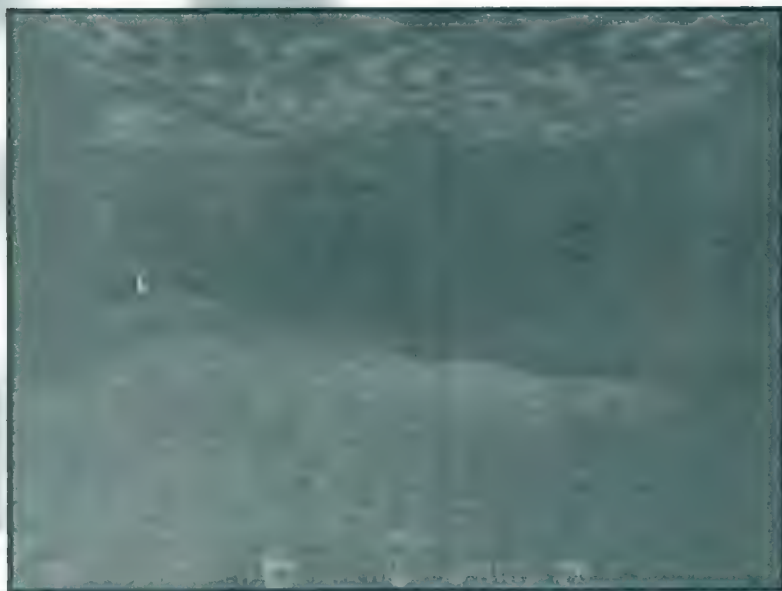


Turn around and take care of them, then enter to pickup the goodies they were guarding. Continue down the ramp and get ready—you're about to face three Tank Commanders. Lure them out one-at-a-time and use your Rockets, Hyperblaster, or Railgun on them. Once they're dead, explore the passage on your left.

Kill the Tank Commander above you and enter the doors **(G)**. After you take care of the Gladiator that ambushes you from the right, jump into the water below and swim down the passageway on your right. There's a ledge **(H)**, but the goodies here are protected by a force field. Keep swimming down the passage and shoot the grating ahead to blow a hole in it. Swim up and enter a shallow tunnel. Climb the stairs ahead and enter the room on your left. Kill the Guards inside, then shoot the glass to get the **Data Spinner (I)**. Shoot the wall and step on the floor switch **(J)**. Turn around and hit the switch **(K)** and grab the **Adrenaline** inside the **SECRET AREA**.



Walk out the doorway and take a sharp right, then walk across the new walkway. When the walkway ends, jump over to the pillar with the **Cells** on it, then drop down to get the **Medkits** and **Shells** on the ledges below. Drop into the water and swim back to the first pool you dove into. Use the lift on your left **(L)** and walk up to the entrance to the Lower Palace after you grab the **Adrenaline** in the alcove behind you.



Stage 2:

Lower Palace

Goal(s):	Find the Communications Laser Data CD in the Upper Palace.
Secrets:	5
New Weapons:	None
Mission Items:	None
Enemies:	Machine gun Guard, Light Guard, Berserker, Tank Commander, Technician, Brains

In addition to the entrance to the Upper Palace, you'll find the switch that will deactivate all red force fields in the Palace complex. You will also use the Central Computer to reprogram the Data Spinner with the Data CD you are looking for.

From your entry point **(A)**, kill the Guards ahead, then climb the steps to the platform above your entry point and take care of the Guard there. Snatch up all the items on the platform, then walk down the ramp and around the corner. There is a **Secret Passage** near your entry point. Shoot out the damaged grate on the left side of the platform above, then follow the passage to collect some Energy Armor

and Adrenaline. If you continue down this passage, watch out for the blaster trap behind you. Climbing the ladders will lead you to a few more items, and you'll also find a **Secret Area** blocked by a yellow force field. You can't get here until you've turned off the yellow force fields in the Upper Palace, but remember this location for future reference - there's plenty of Health and Ammo inside. Grab the Invulnerability power up behind the door around the corner, and climb back down and exit the **Secret Area** near **(A)**.



Just past the door ahead is a doorway with blue lasers across it. Ignore it for now and continue down the hallway. Jump onto the crates **(B)** at the end to get some **Rockets** and a **Medkit**. Continue following the passage and enter the doors on your left just before the red force field. Push the button **(C)** to deactivate the red force fields and continue down the hall.

On your left at the bottom of the red-carpeted stairs is a blue beam of light. Shoot the two Alien faces **(D)** above to get a **Quad Damage** power up.

To gain access to all of the **Upper Palace's Secrets**, you need to return to the Outer Courts (use the door opposite the blue beam) once you've deactivated the red force fields. Return to the ledge **(H)** in the Outer Courts to get some supplies and the Red Key. Now return to the Upper Palace and continue.



Continue down the hall and walk up the stairs at the end. Enter the large double doors and follow the red carpet around to your left. The Computer that you'll use the Data Spinner and Data CD on later is below you. Shoot the switch **(E)** in the back hallway to avoid the four laser traps, then walk up the stairs on the right. Use the lift **(F)** to gain access to the Upper Palace.

To permanently disable the blaster trap, shoot the wall to the right of the stained-glass window at the end of the hall. This also is one of the **Lower Palace's Secrets**.

Stage 3:

Upper Palace/Lower Palace

Goal(s):	Find the Data CD in the Upper Palace.
Secrets:	7
New Weapons:	None
Mission Items:	Data CD
Enemies:	Machine gun Guard, Light Guard, Shotgun Guard, Gunner, Berserker, Tank Commander, Iron Maiden, Technician

The Upper Palace holds the key—literally—to your successful completion of the mission. Scour the area for the Data CD, then head for the Lower Palace and use it on the console you saw in the large room.

As you enter at **(A)**, you'll be attacked by four Guards. Perforate them with a BFG blast and push the two switches **(B)** to deactivate the force fields ahead. Ride the lift on the left upstairs and kill the two Iron Maidens on your left. Open the door they were guarding and turn right. Kill the crowd in the hall, and be on the lookout for more Iron Maidens along the way. Stay to your left and you'll come to the Communication Laser. Blast the Gunners, then snatch the **Data CD (C)**.



Retrace your steps and return to the Lower Palace via **(A)**.

When you get back to the Lower Palace, shoot the computer panel on your left to find a **SECRET AREA** behind it. Grab the stash and drop off the ledge. Go downstairs and enter the central computer chamber. Kill the Brains and Tank Commander, then place the Data Spinner in the left-hand machine, and the Data CD in the right-hand one. Push the keyboard to get the re-programmed CD and Data Spinner back.

Return to the Upper Palace by walking up to the lift you used to get here.

Stage 4:

Upper Palace

Goal(s): Shutdown the Communications Laser and exit the Palace.

Secrets: 7

New Weapons: None

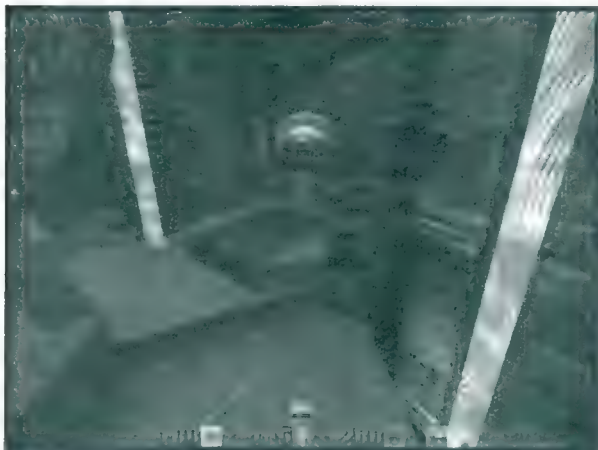
Mission Items: None

Enemies: Machine gun Guard, Gunner, Berserker, Tank Commander, Iron Maiden, Technician

As soon as you arrive, head for the Communications Laser upstairs and stand on the platform **(C)**. The wall will slide down in front of you, revealing a place for your newly reprogrammed Data Spinner. Place it in and push the keyboard to shutdown the Communications Laser. Now it's time to get outta Dodge, soldier.



To reach the Exit to the Inner Chamber[md]and your date with the Makron—go through the door **(D)** closest to the Communication Laser, turn right, and follow the hall to the end, killing the Iron Maiden along the way. Push on the keyboard **(E)** to open the Exit **(F)**. Jump in and head for the Makron's Inner Chamber.



If you'd like to explore first, head for the lift that brought you up and exit back to the Lower Palace. From the central computer room there, take the right-hand door and walk downstairs. On your right is a small room with a security panel inside. Push the button nearby to open the locks on the green-lined doors above and complete the Lower Palace secrets. Enter the Upper Palace through the basement entrance located across the pool of water.

Walk up the stairs when you arrive back in the basement of the Upper Palace and turn right. Keep going up past the red-lined doorway and ride the lift up. The grating here will open as you approach. Shoot the wall opposite the ladder to reveal a **SECRET AREA** with **Energy Armor**, an

Invulnerability powerup, and **Slugs** inside. Climb down the ladder and walk around the ledge to find an **Ammo Pack** and some **Grenades**.

Go down the ladder to the next level and kill the Technician and Gunner guarding the **Security Pass**. Grab the pass and the **Silencer** around the corner, then drop down the shaft. You will be at the top of the stairs near the door you entered through. Exit to the Lower Palace again.

Re-enter the Upper palace through the door near the lift located through the opposite door of the central computer room. Once there, take the lift upstairs again and drop off the walkway beyond the door across from you. Take the non-sloping passage and drop off the first corner to find a **Quad Damage** powerup. Ride the lift up, then walk up the stairs. Push on the gray panel to access Force Field Control, and push the red button inside to deactivate all the Palace's yellow force fields.

Go back down the stairs and down the sloping ramp in the banner room. Make your way to the main lifts, then go back upstairs. Instead of turning left to go to the Comm Control, turn right and ride the lift down.

Drop down the shaft on your right as you walk around the corner, then push the button in the room next door. This will lower stairs in the floor ahead of you. Walk down them and shoot the dirt wall to get some **Body Armor**. Slide along the ledge near the Armor until you hear a click. Activate your **Environment Suit** and dive into the slime. Grab the **Adrenaline** below and surface in the hardest-won secret of them all. Push the keyboard to lower the fluid in the container on your right, then shoot the glass to reveal your prize—John Carmack's head! Crouch down and move forward to get it. Turn around and shoot the lighter portion of the wall for an easy exit.

Go back to the upper level, and head for the exit **(F)**. Whew! Facing the Makron will be a piece of cake after all that!



Kill the Makron: Inner Chamber

Goal(s): Pursue the Makron to its Inner Chamber.

Secrets: None

New Weapons: None

Mission Items: None

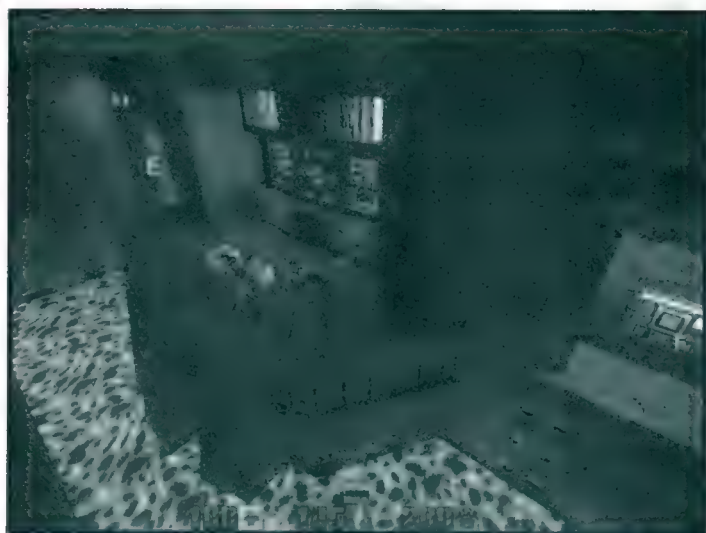
Enemies: Makron, Iron Maiden, Flyer

As soon as you arrive at **(A)**, walk around and push on the door **(B)** with the engraving on it—then get out of the way! When the lasers have finished their work, enter and follow the curving corridor around to your left. Step onto the lift **(C)**, which takes you up, and collect the **Ammo (D)**.

Open the door ahead and walk to your right. Use the moving walkway to reach the switch **(E)**, and then jump back across and walk around to use the other walkway to reach another switch **(F)**. Ignore the Iron Maiden in the center; if you're quick enough, she's not a factor.

After entering the lift **(G)**, you'll get your first look at the Makron, who is standing on the platform **(H)** ahead. As you approach, he teleports away. To follow him, step on both floor switches **(I)**, timing it so that the lasers are away from you when you quickly step on and off. Now activate both switches behind the platform ahead, **(J)** and **(K)**. A set of stairs will provide you with access to the teleporter. Step on it to follow the Makron to the Final Showdown.



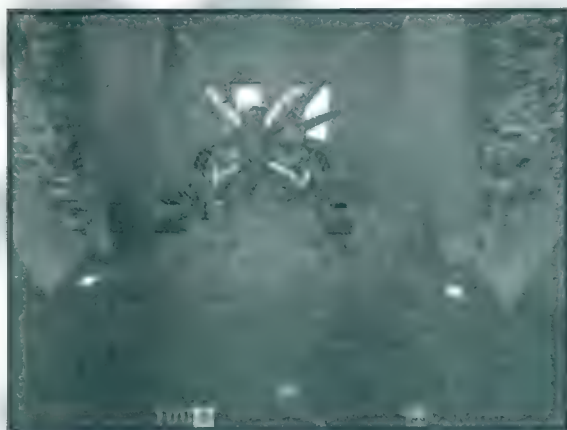


When you arrive at your destination **(L)**, collect all the **Ammo** on the lower level. Prepare your BFG for some action, and ride one of the lifts **(M)** up to the surface. The Makron dominates the center of the area, and he's difficult to miss. If you need more Ammo or Health while fighting him, step on the two floor switches **(N)** to open up the bunkers below. As you jump down the opening near the switches, the doors shut over your head for safety while you reload.





The Makron starts out as a huge, hulking, ugly monstrosity with a brutal Chaingun attack. When you manage to cause enough damage to him, he morphs into a smaller, but no less deadly, version who fires a continuous Blaster stream that will cut through you like butter. If that isn't enough, this smaller Makron version also fires a BFG!



If you have a Quad Damage powerup and an Invulnerability powerup, you can make fairly quick work of him. In any case, you want to use a BFG/Railgun combo to finish him off. With a Quad active, three or four direct hits with the BFG will destroy his first incarnation, and three Railgun shots will eliminate his final form.

Without either powerup in your arsenal, you're in for a lot of dodging and running. You can use the columns for cover; the Makron's first incarnation doesn't pursue well. After whittling him down to size, use the same technique with the smaller, deadlier version. Whatever tactics you use, don't try to stand toe-to-toe with him—he will win every time, unless you're Invulnerable.

After finishing off Makron, hurry back down the lift and enter the open escape pod (O) to head for home. Nice work, soldier!



Secret Levels

Sudden Death

Accessed From:	Receiving Center
Goal(s):	Collect all the ammo and weapons you can get in 30 seconds.
Secrets:	None
New Weapons:	None
Mission Items:	None
Enemies:	None

You can access Sudden Death by jumping from the walkway near the waterfall to the pool behind the waterfall. This may look like a long jump, but you can reach it. Once you're in the pool, you are taken to Sudden Death.

The goal here is fairly simple: Grab as much as you can in 30 seconds! You can access this area only once, so make it count.

Grab the **Grenade Launcher** and step on the floor switch ahead. Turn right and run down the hall behind the door, collecting some **Health** as you go. Continue straight ahead and skirt the lava downstairs. Push the floor switch to drain the lava, which enables you to grab the **Railgun**. Back up the stairs quickly and turn left. When you're upstairs again, make a quick dash to your left to collect some **Rockets**, and then enter the door to your right and collect all the **Health** before you are dumped back to the Receiving Center.

Comm Satellite

Accessed From: Outer Hangar

Goal(s): Find and disable the power core and destroy the Comm Satellite.

Secrets: None

New Weapons: None

Mission Items: None

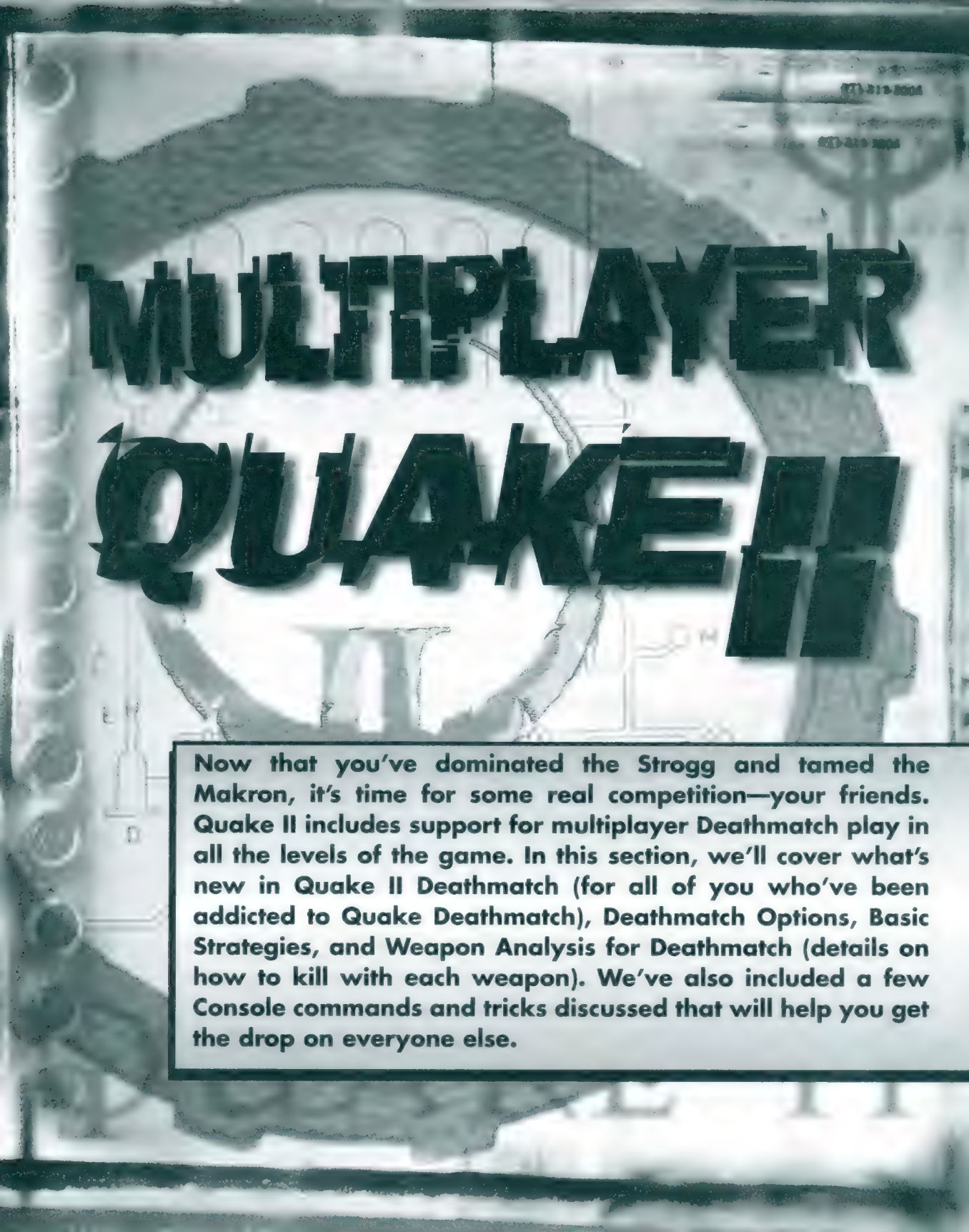
Enemies: Flyer, Icarus, Technician, Boss 2

Finding this Secret Level isn't tough, but surviving the trip into it is a bit more difficult. From the ledge near the start that overlooks the slime, dive into the circular opening below. You must swim hard to your left; if not, you'll get sucked into the turbine blades behind you. Swim down the tunnel and you'll surface in a **SECRET AREA**. Enter the small structure ahead and kill the Tank before stepping into the teleporter, which takes you to the Comm Satellite.

Although it feels good to be in space again, don't get too excited—your stay here is short. Low gravity is a factor also, so watch your jumps—you'll go much farther than you anticipate.

From your entry point, take the first right into the small elevator and ride it up. Watch for flocks of Flyers and Icarus above you as you follow the corridor past the force field to the door at the end. Open the door, and then ride the lift on your right up to the next level. Walk around, step on the switch, and then shoot the computer panel behind it to disable the force fields and the core. Enter the door to your right, and then the glowing doorway on your left.

When you're in the circular room, use the low gravity to your advantage. Stand beneath each switch on the ceiling and jump so that you hit them with your head. After activating all four, the Comm Satellite is history. Using some more long jumps, make your way down to the entry point and step onto the glowing platform to return to the Outer Hangar.



MULTIPLAYER QUAKE II

Now that you've dominated the Strogg and tamed the Makron, it's time for some real competition—your friends. Quake II includes support for multiplayer Deathmatch play in all the levels of the game. In this section, we'll cover what's new in Quake II Deathmatch (for all of you who've been addicted to Quake Deathmatch), Deathmatch Options, Basic Strategies, and Weapon Analysis for Deathmatch (details on how to kill with each weapon). We've also included a few Console commands and tricks discussed that will help you get the drop on everyone else.

Quake II vs. Quake

Quake has spawned a series of Deathmatch add-ons, patches, modifications, and even movies that have greatly extended its hold on the gaming community. With the release of Quake II, the comparisons are being made, both in the industry press and on the Web. The burning question: What's Quake II Deathmatch like in comparison to Quake? The easiest way to answer that question is to cover some basic differences. If you haven't been playing Quake Deathmatch, that's okay—we all have our faults. Here are a few basic differences between the two games:

- **Pace:** Quake II Deathmatch is a bit slower-paced than Quake's. The weapon balance that id designed into the game dictates this. It's definitely not a detriment to play—it just takes a little time to get used to.
- **Weapons:** Much better balance across the board. In Quake, the Rocket Launcher ruled the bunch. It's still a powerful crowd-magnet in Quake II, but there are several other weapons—the Chaingun, the Hyperblaster, and the BFG 10K to name a few—that demand serious respect. This power-balancing allows you to get back in the game quickly after you get blasted, which gives novice players a break, and makes it more challenging for experienced players to control the levels.
- **Levels:** In Quake, the Deathmatch levels that shipped with the game were excellent, but the rest of the maps had relatively few modifications for Deathmatch play. In Quake II, every map has multiple new areas that open up for Deathmatch play, making it easier to access the entire map of each area easily (even the large ones). In addition, teleporters are strategically added to Deathmatch play, making even the largest levels playable by allowing quick access to all areas. Another plus is that player re-spawn points (the areas where you appear when you restart after dying) are indicated by raised platforms on the floor, allowing you to avoid being obliterated when someone re-spawns on top of you.
- **Customization:** Quake II includes tools that allow you to adjust the appearance or "Skin" of your player—something that appeared in later add-ons for Quake. Players can choose Gender and up to ten different "Skins." You can also choose whether you play right-handed, left-handed, or with your weapons held front-and-center.

Deathmatch Options

Once you've chosen to set up a Multiplayer game from the Main Menu, you'll be presented with three options:

1. **Join Network Server:** Select this option if you know of a game in progress on your Local Area Network, or on a specific server on the Internet. There's an address feature here that allows you to keep a list of your favorite sites.



2. **Start Network Server:** This makes your machine the host for a Deathmatch. Your machine can host the match, and you can still play on it, although you'll probably catch nasty comments from any players that reach you over the Internet about your speed advantage locally.
3. **Player Setup:** This option is where you setup your Gender, Skin, and Handedness.

Customization

Under the **Start Network Server** option, you can choose which map the match will be played in, but there are also a number of ways you can customize your Deathmatch:

- **Time Limit:** Sets how long the match will last.
- **Frag Limit:** This will automatically end the match once the specified amount of frags is reached by a player.
- **Falling Damage:** When set to **NO**, players don't take damage from long falls. This leads to some interesting matches, especially in some of the towering levels, such as Outer Courts.
- **Weapons Stay:** This option guarantees that you'll be able to get a weapon when you need one. If you set this to **NO**, then weapons will disappear for a period of time after being picked up.
- **Instant Powerups:** Items such as Quad Damage and Invulnerability will activate as soon as you pick them up with this option set to **YES**.
- **Allow Powerups:** Set this option to **NO** to do away with all the powerups in a match. This evens the field, but will affect the "hot spots" within the levels—when there's no Quad Damage to fight over, the fight will go elsewhere.
- **Allow Health:** Same as Allow Powerups, but affects all health in the game. Staying alive in this kind of match takes skill and serious strategy.
- **Allow Armor:** Set this flag to **YES** in most matches. Rocket Jumping (which we'll cover a bit later) is more easily survived when you have Armor to enhance your health.
- **Spawn Farthest:** This valuable addition to Deathmatch insures that you will spawn at the furthest point from the action, giving you a chance at survival when you're scrambling for a weapon soon after arrival.

- **Same Map:** Keeps the games on the same level at all times (even when they end and restart). This is useful for tournaments or team competitions.
- **Force Re-spawn:** Makes everyone re-spawn five seconds after they die. This keeps the game moving, but doesn't allow much time for bio breaks.

Basic Strategies

This section is designed to give you a few useful tips for Quake II Deathmatch. These are fairly basic strategies, but they've been chosen due to the advantage they will give you in the game.

- **Use a Mouse:** Face the facts—all the best players use a Mouse/Keyboard combination to control player movement. Get used to this layout, because it gives you good control and allows precise aiming.
- **Keyboard Setup:** Configure your keys so that they are comfortable for you, while insuring that you can reach everything you need. Personal preference is a big factor here, so just make sure that you can perform all the necessary functions (running, jumping, shooting, inventory, chat, weapon changes) without having to reach too far.
- **Circle Strafing:** Learn how to circle your opponent at top speed while keeping your weapon aimed at them at all times. Using a mouse, circle strafing is accomplished by moving the mouse in the opposite direction of your turn. Use your **STEP LEFT** and **STEP RIGHT** keys, moving the mouse inward while stepping right, and outward while stepping left. The closer you can get to your target while doing this, and the faster you can go, the better.
- **Use All Three Dimensions:** Remember that Quake II is a three-dimensional environment. Height = Strength, so jump and crouch to avoid enemy fire. You'll be amazed at how many people don't shoot properly. In most cases, fire explosive weapons at your opponents' feet to make your round explode under them. Even if they jump, they'll still take some damage from the blast. If you aim just a little too high and your opponent jumps, the projectile will pass right under them and won't cause any damage at all.
- **Know the Levels:** Before you jump into a Deathmatch, take some time to play through the levels. Nothing is more frustrating than wandering through a level you don't know while everyone around you is loading up to wipe you out. If you're new to a map, try walking around and observing first. You'll take your licks, but the few minutes you take learning the level will pay off big later on.
- **Look for Patterns:** Success in Deathmatch is about looking for "hot spots" in the level, and figuring out a path or strategy that allows you to control them. For instance, if there's a Rocket Launcher in a fairly open area, count on a bat-



tle happening there most of the time. It's just as crucial that you control use of the powerups in the game—incorporate that Quad Damage into your pattern. If you don't, someone else will use it and make a puddle out of you in no time.

- **Anticipate Your Opponents:** Pay attention, there are cues throughout a Deathmatch that let you know where your opponents are. Listen for battle sounds, lifts going up or down, players jumping (that noise is a dead give away), and powerup usage. Figure out what they like to do, and keep them from doing it—break up their patterns to keep them off balance.
- **Learn to Rocket Jump:** The once-arcane skill of Rocket Jumping is now a Deathmatch mainstay. This tactic allows you to jump higher, enabling you to circumvent slow stair climbs and reach parts of the level quickly. Be forewarned, Rocket Jumping hurts. If you do it without Armor, you'll take some fair to serious damage. With Armor, your protection will absorb most of the blow. You can perform three basic types of Rocket Jump:

Forward— While running forward, use your mouse to quickly look down at the ground, then launch a rocket at your feet. Your goal is to jump up as it explodes. Successfully done, you'll be propelled high into the air, allowing you to get to ledges ahead of you quickly.

Backward— Use this variation to propel yourself backwards. It's basically the same as the forward jump, only in reverse. You tend to go farther with a backward jump than with a forward one.

Sideways— This one is great for getting out of a crowd, while causing damage to them. Fire the rocket at the ground, then jump and strafe sideways away from the impact. This should throw you a fair distance away from the blast.

Weapon Analysis

The various capabilities of the weapons in Quake II will lead you to use different strategies depending upon which weapon you're holding at the time. This section outlines each weapon as it relates to Deathmatch play.

Blaster

Get another gun, soldier. While the Blaster is fine in a pinch, it's not as effective as some of the other weapons due to the time its shots take to reach your target. In Deathmatch, you want to use weapons that have a near-instantaneous effect, or that cause enough damage that you don't have to be right on target to score the kill with them. The Blaster accomplishes neither of these things; in fact, it can become highly inaccurate in an Internet game due to the connection itself.

Shotgun

Good stopping power, but nothing to write home about. Much better than the pistol—the Shotgun's pellets don't have to streak through the air to reach your target—they hit home as soon as you pull the trigger. The effect is still fairly potent at long range, making it easy to do some damage to your targets instantaneously, even though they are far away. Be aware that the pellet spread at long distance may mean that you give away your position to your target—it's unlikely that you can kill with one shot at a distance with a Shotgun.

Super Shotgun

Combine the instantaneous damage ability of the Shotgun with close-range damage that's second to none and you've got a Super Shotgun. This powerful weapon is great in Deathmatch. Carry one when wandering through tight corridors. You'll get the drop on almost anyone. If you tap them once at close range, chances are they'll go down.

Machine Gun

A new addition to the game, the Machine Gun has a good rate of fire, and does instantaneous damage. If you can develop the ability to keep the barrel from rising as you fire, a steady stream of bullets will bring down your target quickly. Use your circle strafe extensively with this weapon and pour it on until they're just quivering chunks at your feet.

Chaingun

When you see one of these beauties, grab it. The Chaingun delivers high-velocity rounds instantaneously, and its spread insures that you'll hit your target. The only drawback of this powerful weapon is its cycle up/down time. You actually start shooting long before you hear the sound of the gun winding up, so be sure not to waste ammo by holding down the trigger too long. Two hundred rounds may seem like a lot, but this ammo-hungry machine can go through it in seconds. Likewise, watch your ammo and let go of the trigger before you run out. Ever see the movie Predator? It was wicked seeing that soldier's empty Chaingun spinning after he ran out of ammo, but it isn't as cool when it happens to you in Deathmatch. If you hold the trigger down too long, you won't be able to switch weapons fast enough to avoid getting splattered.

Grenade Launcher

The ultimate high-ground weapon, the Grenade Launcher is a great crowd-clearer. Toss Grenades down on battles below you to clean house. While powerful, the Grenade Launcher's primary drawback is the time it takes for Grenades to explode. Skilled players can easily avoid these glowing time bombs. In addition, make sure not to use this weapon on the same level as your targets if you can avoid it—a Grenade can be detonated by hostile fire, which will definitely ruin your day.

Rocket Launcher

The Rocket Launcher was the centerpiece of Quake Deathmatch. In Quake II, it has some serious competition for that honor, but it still holds its own quite well. The Rocket Launcher is a projectile weapon that delivers an explosive payload quickly. It's ideal for medium-range shots, where the target has little



time to react before they eat a Rocket. Aim low with this weapon—the blast radius in Quake II is a bit smaller than Quake's was, so make sure you do some damage with your shots.

Hyperblaster

The Hyperblaster is the most powerful rapid-fire Quake II weapon. Its advantage lies in its increased damage potential. It delivers blaster rounds as fast as the Chaingun delivers lead without the Chaingun's cycle up problem, although it still takes some time to stop spinning when you're out of ammo. You can open up with this baby and clear a room in a hurry, so look for plenty of Cells to keep this beast well-fed.

Railgun

If you see the vapor trail of one of these massively powerful weapons, it's too late to dodge. You've been hit, or it missed you. If it hit you, chances are you're watching the action from your twitching corpse on the ground. The Railgun is the ultimate sniper weapon. Even at long distance, it will reach out and tap someone before they know what hit them. In addition, the Railgun makes a great weapon to keep ready in your Inventory. When you round a corner, switch to it and put a round through your foes to end any chance of their fighting back. The biggest disadvantage is that the Railgun's reload speed—it's slow. Keep moving or hide well when using it.

BFG 10K

What self-respecting Space Marine would be without one of these beautiful killing machines? While its drawbacks are many—a healthy firing delay, slow projectile travel, high noise level—it's still one of the coolest weapons ever made for Deathmatch play. Unlike its Doom predecessor, the BFG9000 (OH YES!), the BFG 10K's shots do some serious blast radius damage. This means that you can't slam the shots off a nearby wall as you could in Doom—it will damage you as well as your targets. Without going into too much detail, this weapon will wipe out anyone in its zone of effect, which extends in a cone out from the shooter in the direction it was originally fired. The impact point of the blast has nothing to do with who it will damage. What counts is what direction you were facing when you fired it, even if you can no longer see the blast. You don't have to see your targets to kill with it—just be sure to get them into the kill zone that follows you around for a split second, and the BFG 10K will do the rest. It is possible to BFG jump, just as you do when Rocket jumping. The impact will toss you almost as high, but the cost in health is greater. Be sure you time it right, or all you'll do is toss your gibs high into the air.

The Quake II Console

Although you can play the game just fine without ever using the Console, learning to use it will allow you to further customize the game on the fly. To access the Console, press the tilde (~) key. Once there, you've got a command line interface that directly modifies the way the game works. Any game variable can be changed from here, so use caution—if you do something that's hostile to your system, you'll regret it.

This section doesn't attempt to cover all the commands, but rather, discusses a few common uses that will make life a bit easier for you.

- **CVARLIST:** This command will give you the entire list of available Console commands.
- **BIND:** Used to bind actions to specific keys. This can be combined with other commands and/or actions in an ALIAS. You can BIND an action to any key but the **TAB** key, **ESC** key, or movement keys (**PAGE UP**, **PAGE DOWN**, etc.) A simple BIND command is:

bind f12 screenshot: Every time you push **f12**, you'll take a screenshot.

- **ALIAS:** This command allows you to setup a Quake II "macro" that performs a given function when the assigned action happens. Unlike BIND, ALIAS allows you to perform multiple actions with the same key by specifying actions to be performed. Think of ALIAS as a macro and you'll get the idea.
- **GUN_X, GUN_Z:** Set the value of these commands to move your weapon position on screen. For those of you who prefer the Quake style of weapon placement, the commands are:

gun_x -6 and gun_z 3

- **GOD, GIVE ALL, NOCLIP, GIVE WEAPONS, GIVE AMMO:** These are all cheat codes that can be entered in Single player mode, or from Multiplayer mode if the server allows it. If you're running the server, you call the shots, so you can allow cheats if you'd like. Just be aware that this will allow everyone to cheat.
- **EXEC:** This useful command will execute any .cfg file in your Quake2\baseq directory that is specified after it. Most commonly, it's used to execute player configurations. You can open Notepad (or any text editor) and put a list of Console commands in a file. Typing Exec <myfile.cfg> from the Console will run it. To make a .cfg execute upon startup, add it to the command line of your Quake II shortcut and it will execute when the game starts.

There are literally tons of other applications for the Console. Experiment with it to find the ones that work for you. Want some more info? Check out some of the most popular Quake links on the Internet:

<http://www.bluesnews.com>

<http://www.planetquake.com>

<http://www.stomped.com>

<http://www.quake2.com>

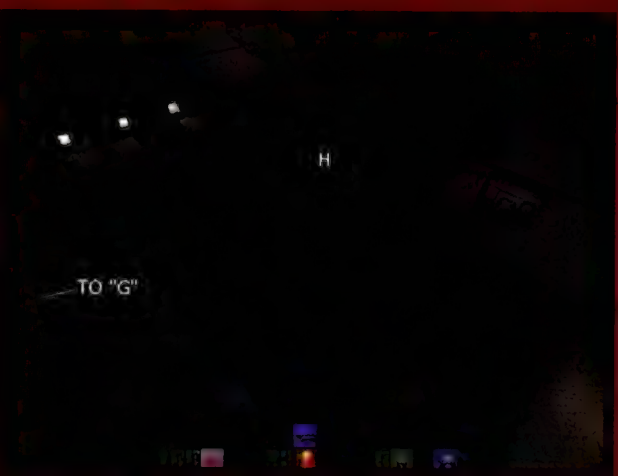
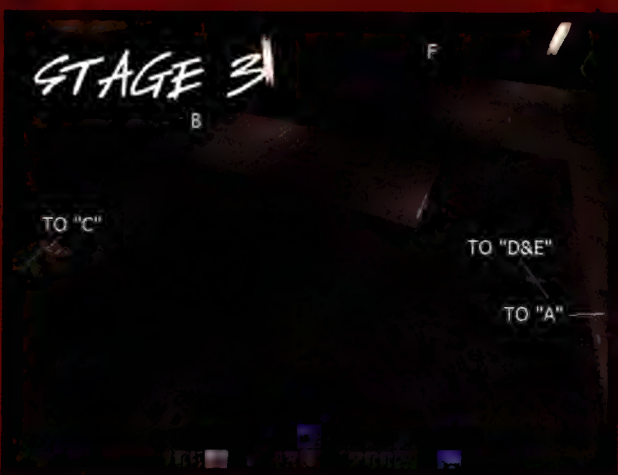
It's either us or them this time...

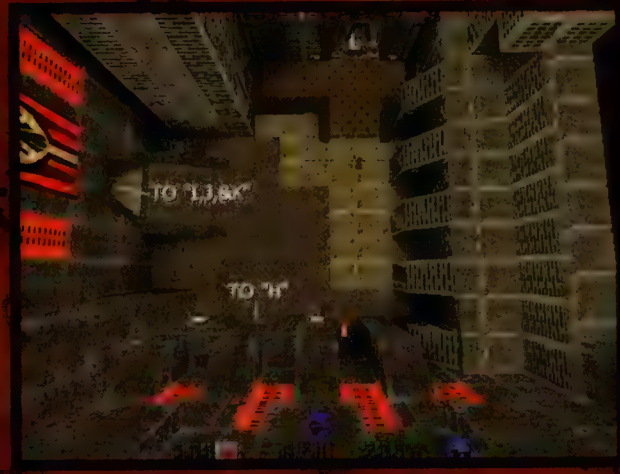
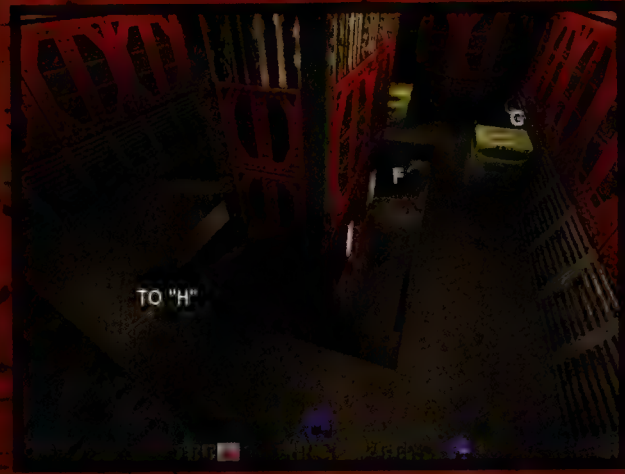
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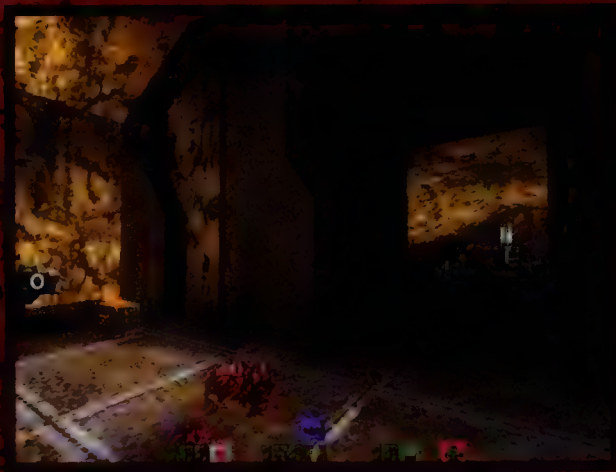
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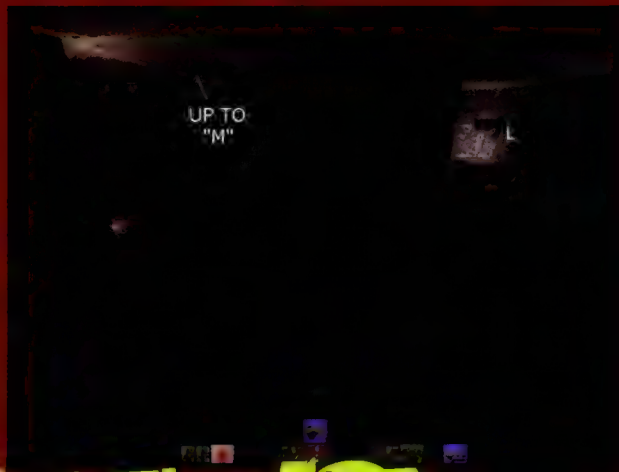
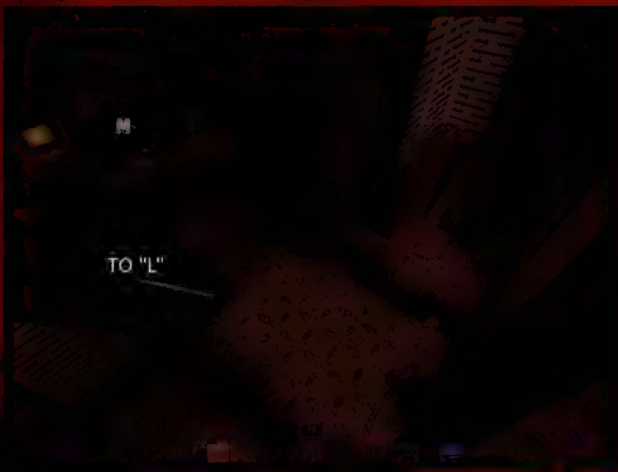








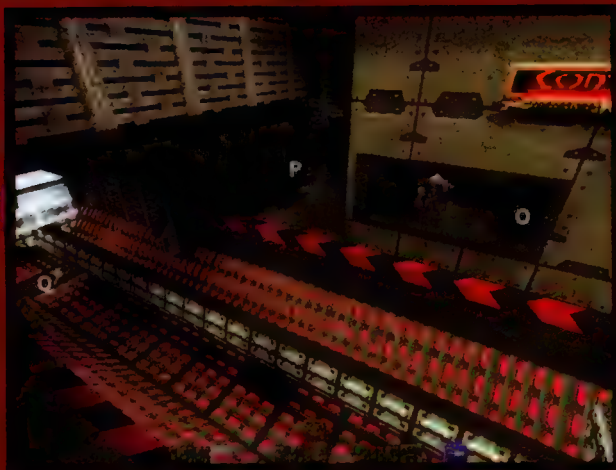




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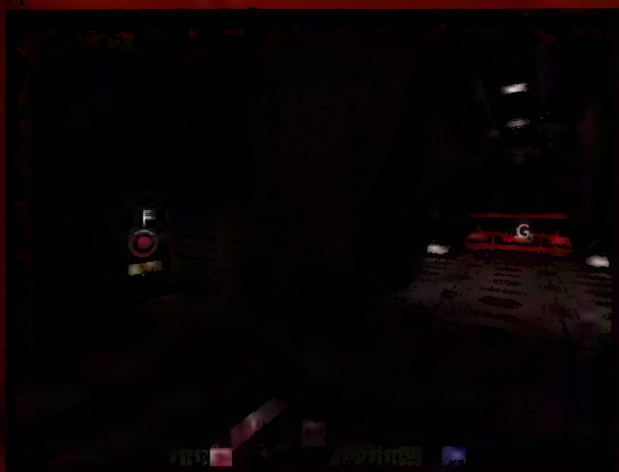
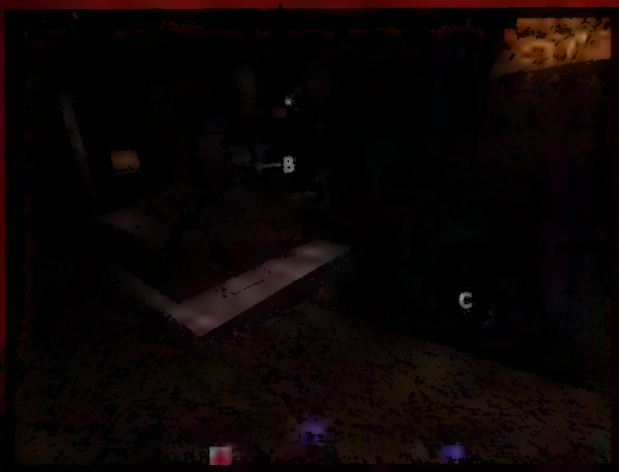






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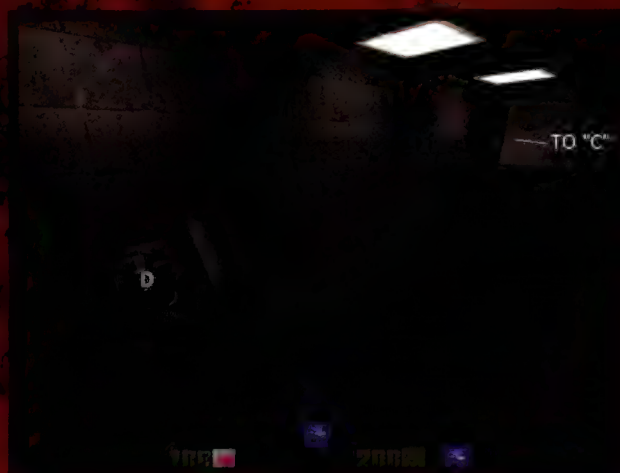
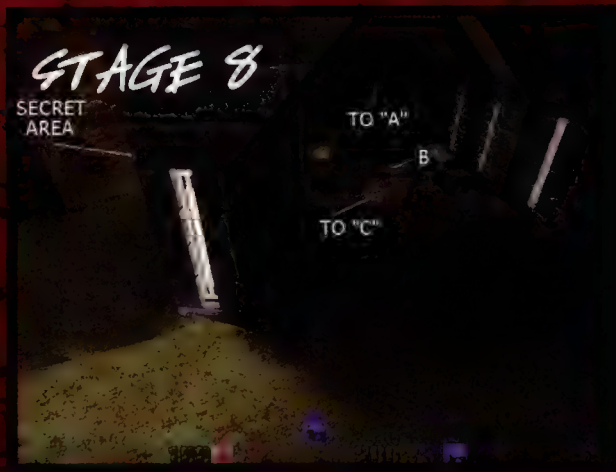


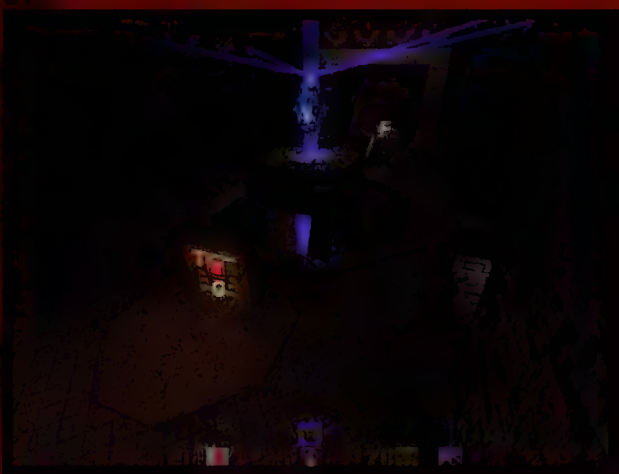
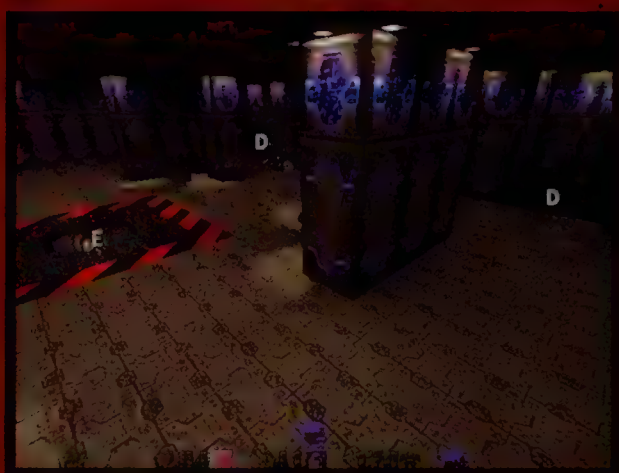
STAGE 3



STAGE 6







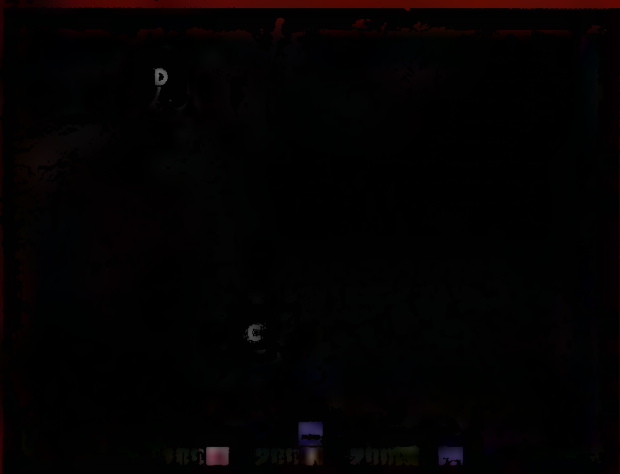
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STAGE 1



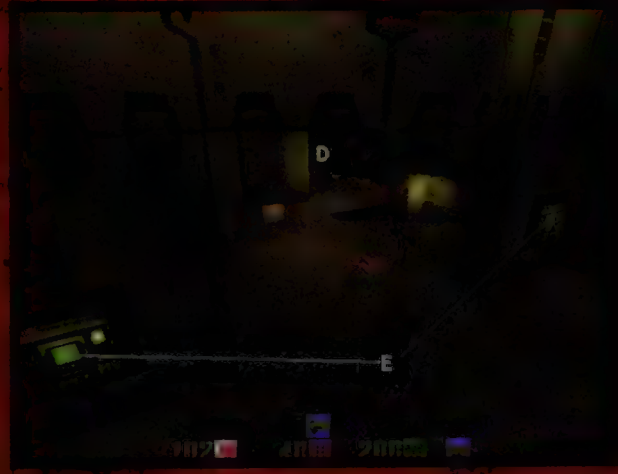
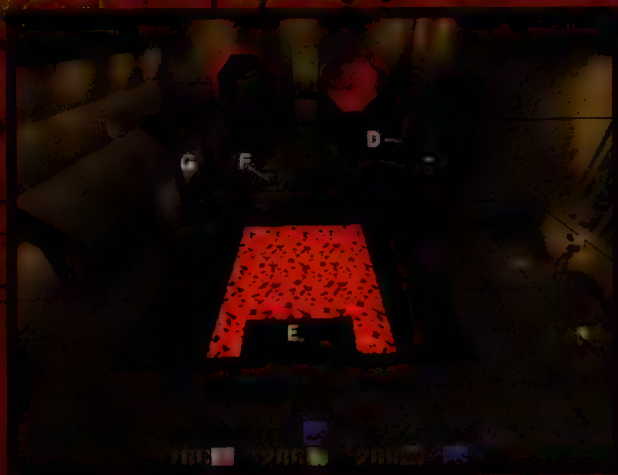
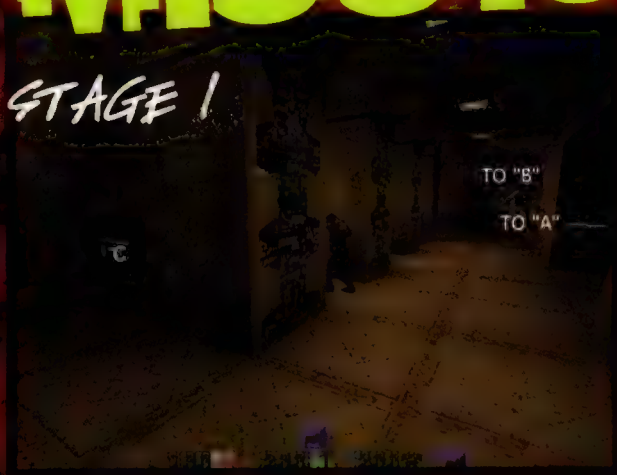






MISSION FIVE

STAGE 1







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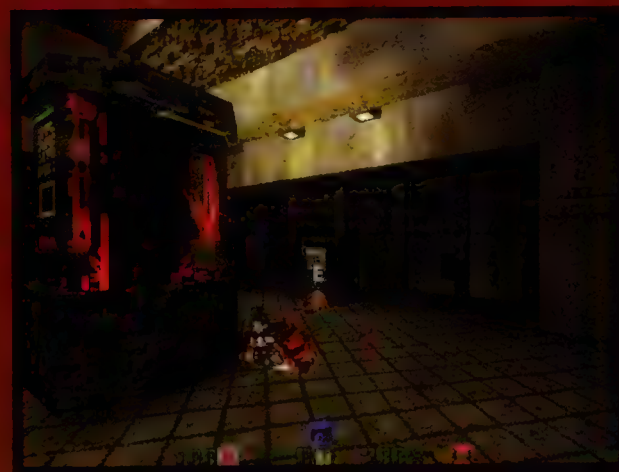
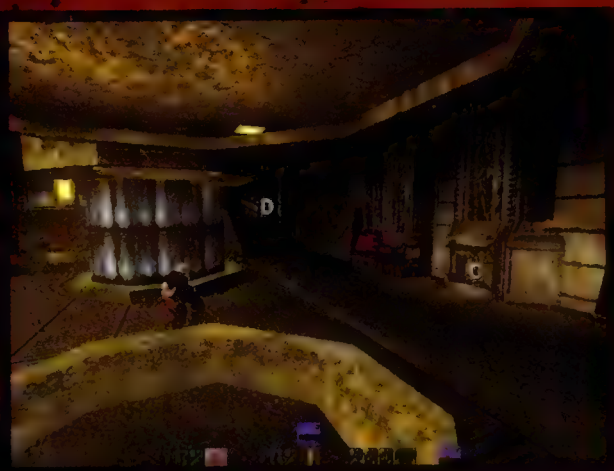
STAGE 1



STAGE 2







MISSION SEVEN

STAGE 1



TO RESEARCH
LAB

TO "E"



STAGE 2

TO C&D

TO G&H



E

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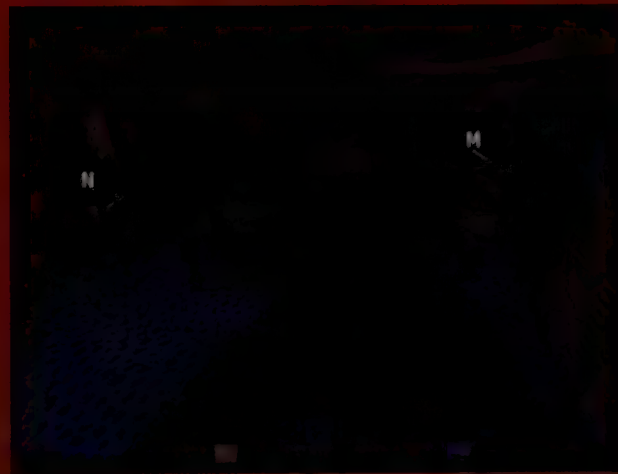
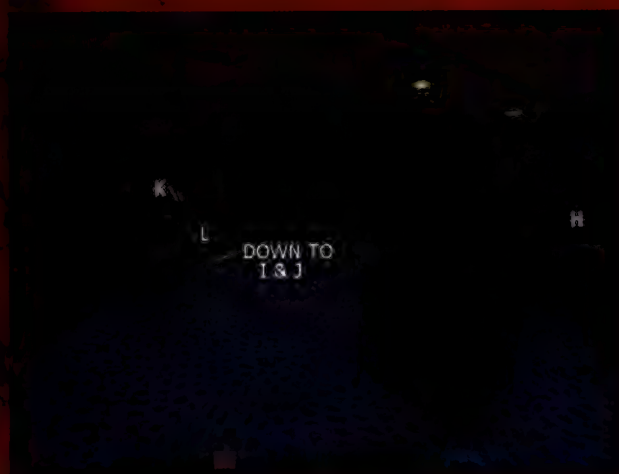
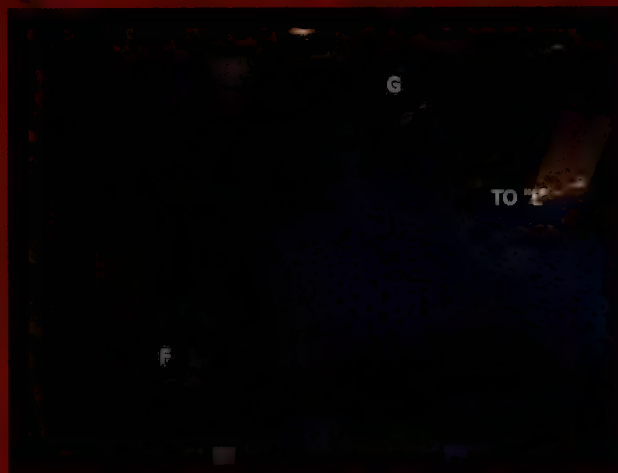
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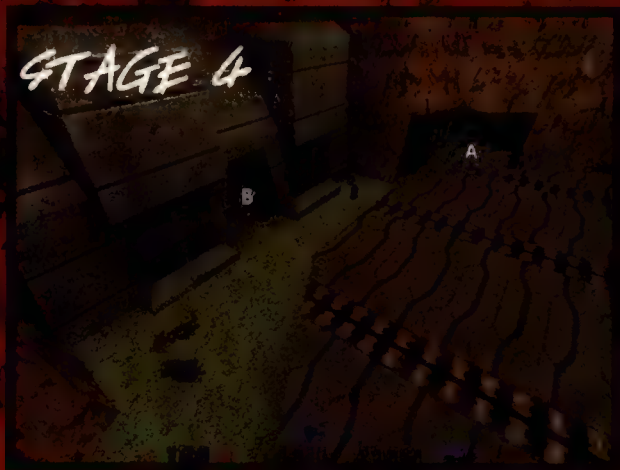
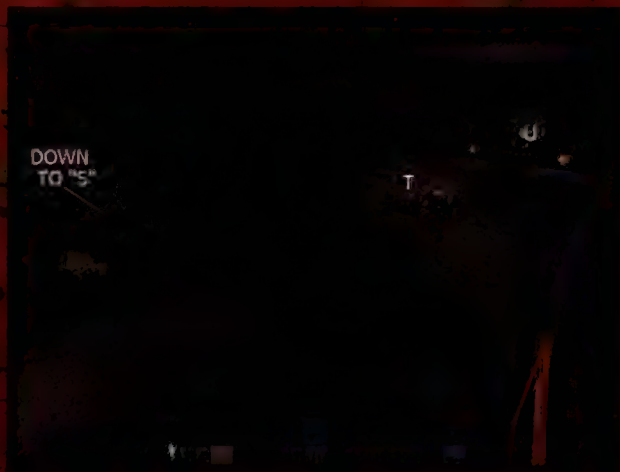
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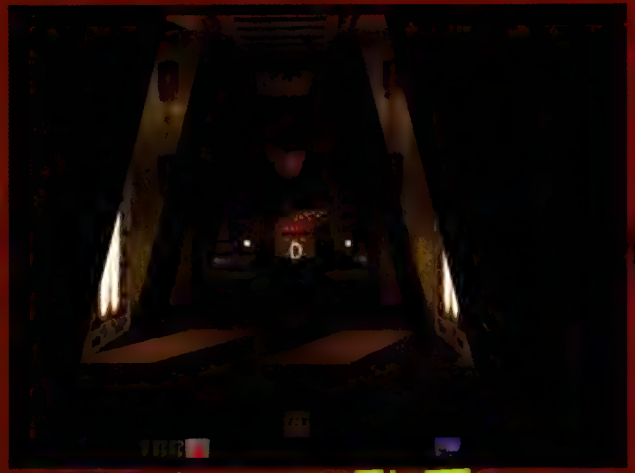


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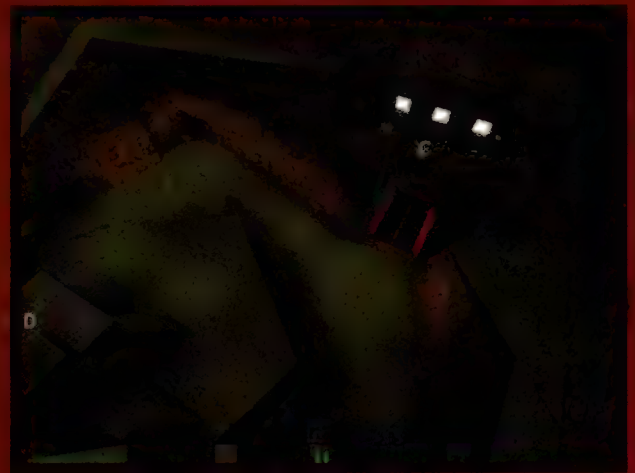
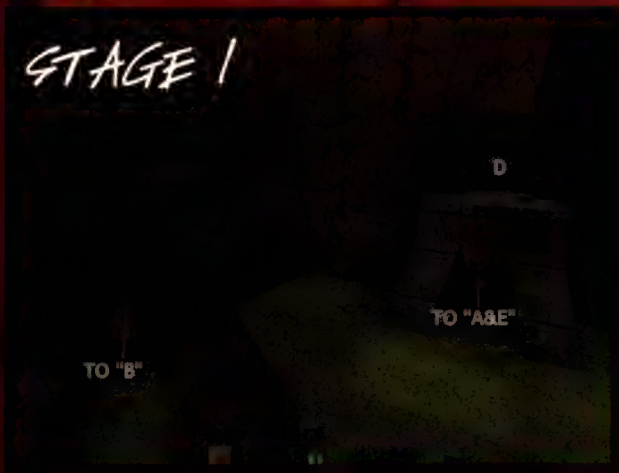


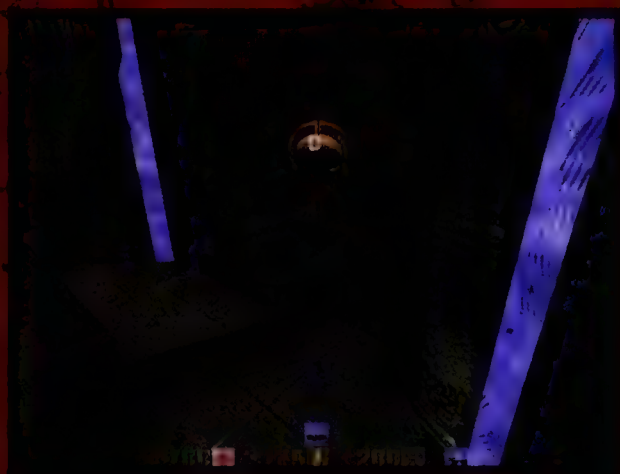
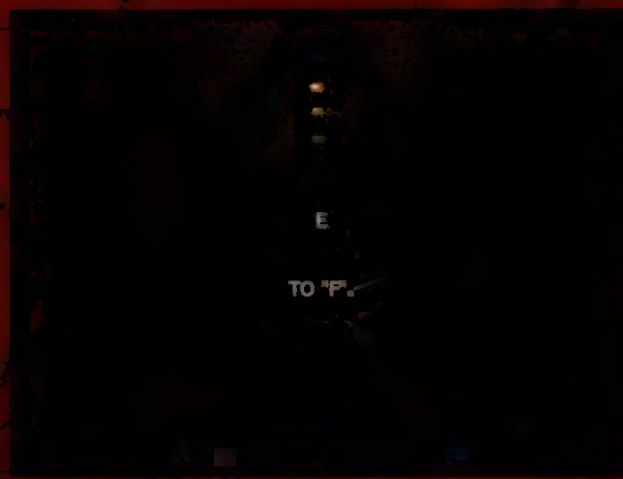


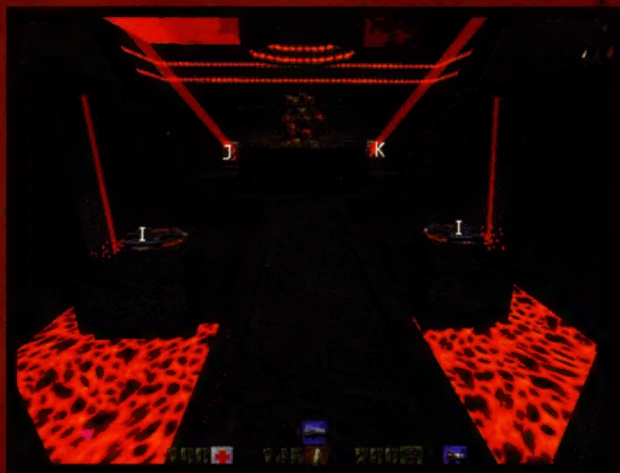




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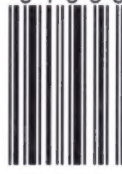
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